

The UK's **Best Selling** Nintendo Magazine



Nintendo

OFFICIAL MAGAZINE UK



EXCLUSIVE UK REVIEW!

**MASSIVE 14-PAGE
METROID SPECIAL**

**METROID
PRIME 2
ECHOES**

PLUS...

TIMESPLITTERS 3



**ONLY
IN
NOM UK**



MORE...

• The return of Seal! • Win £200 of Metroid prizes!
• Kururin Squash! • Call of Duty! • Duck Hunt and much more!

**GAMES
OVERLOAD!**



Zelda: Minish Cap



DK Jungle Beat



**Viewtiful Joe 2
NEW
SHOTS
A-GO-GO
BABY!**



Challenge Everything™



WILL YOU FIGHT
FOR THE FELLOWSHIP?
OR DESTROY IT?



Challenge Everything™

© MMIV New Line Productions, Inc. All Rights Reserved. The Lord of the Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Game Code and Certain Audio Visual Elements © 2004 Electronic Arts Inc. All Rights Reserved. Electronic Arts, EA, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners. EA GAMES is an Electronic Arts™ brand.



Explore deeper into epic battles in the first RPG set in Middle-earth. Define the rules of engagement through an innovative turn-based battle strategy. Enhance your weapons, fighting styles and character development with every completed mission from the trilogy. Or just fight on the side of evil and destroy everything.

Your new quest begins at ea.com/lordoftherings

PlayStation 2

GAME BOY ADVANCE

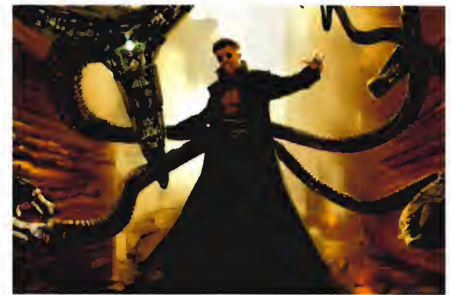
XBOX

NINTENDO
GAMECUBE

NEW LINE CINEMA
Entertainment

Spidey's back!

And he's out on DVD in Spider-Man® 2!



Two years have passed, and Peter Parker faces new challenges as he struggles to balance his dual identities as the web-slinging superhero Spider-Man and his life as a college student. His yearning for M.J. becomes even stronger and his friendship with Harry Osborn is complicated by his growing vendetta against Spider-Man over his father's death. Peter's life is about to become even more complicated as he encounters a formidable new foe Dr. Otto Octavius. Peter must use all his powers to try to stop the tentacled madman in his stride!

You've played the game and now you can watch the film on DVD, but could you hack it if you were thrown into the superhero world of Peter Parker and Doc Ock? Take our Spider-Man 2 quiz to find out!

1 What would be your preferred 'superhero' alter ego?

- A) Newspaper photographer
- B) Scientific genius
- C) Head of a business empire

2 What costume would you be most likely to wear?

- A) A tight, hooded 'one piece'

- B) Eight mechanical arms welded to your body
- C) Your Dad's old costume

3 How would you impress the girls?

- A) Er... um, not sure really!
- B) Invite her to your science class
- C) Wear your best blue suit at all times

4 What would make you most angry?

- A) Supervillains intent on world domination etc...
- B) Failed scientific experiments

- C) Spider-Man killing your father

5 Where would you prefer to live?

- A) A poky downtown apartment
- B) An abandoned pier
- C) In the family mansion

6 How would you prefer to get around town?

- A) Jump, swing and crawl from building to building
- B) Stomp around on eight mechanical arms
- C) Be chauffeur driven everywhere in your limousine

Competition

Spider-Man 2 is out on DVD from November 26, 2004. To celebrate the release one lucky winner will walk away with a DVD player plus a copy of Spider-Man 2 on DVD. Three runners-up will also bag a copy of Spider-Man 2 on DVD. So what are you waiting for?

HOW TO ENTER

Just answer this question: *What company does Harry Osborn own?* Send your answer with your name address and contact number to: Spider-Man 2/ Nintendo Competition, Creative Solutions, 189 Shaftesbury Ave, London WC2H 8JG. Closing date December 9, 2004.



Mostly A's

You are Spider-Man!

You are a true super-hero! You have the right taste in costume and your quiet unassuming alter ego is a perfect cover for your special powers!



Mostly B's

You are a Doc Ock!

You are a true super villain! Your scientific knowledge coupled with your overwhelming ambition for world fame makes you very dangerous when things go wrong!



Mostly C's

You are a Harry Osborn!

You are a villain in the making and your life of luxury is of no consolation as you will stop at nothing until you have your revenge on your father's killer!



Welcome

Welcome to *NOM UK*



Start writing your Christmas wish list now, but make sure there's one game on there first or Santa will fly right over your house.

The game? *Prime 2*, a game so well crafted that you'd think the gaming gods had come down from the heavens and planted genius beans in your GameCube.

Since E3, Retro Studios has been working like heroes to ensure *Prime 2* will be ready for you this Christmas. When you're forced to write thank-you notes to your nan in the new year, make sure there's one for those Retro boys, too.

Before tucking into the **ONLY** official review you can also check out our DVD showing tons of amazing in-game movies to whet your appetite and a complete history of the *Metroid* series!

Plus let's not forget there's another Nintendo classic this month. It's on GBA and stars a boy in green.

Get writing your wish list now, you need *Prime* and *Zelda* like you need water and Big Macs.



Enjoy the mag!

Tim Street

Tim Street, Editor

Nintendo®

OFFICIAL MAGAZINE UK

Nintendo Official Magazine UK, Bushfield House, Orton Centre, Peterborough, Cambridgeshire. PE2 5UW

SEND US THINGS

Quill's Mail, *NOM UK*, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UW

TEXT US

Start your message with TXT and send it to 84070. Each message costs 25p to send. See them all at www.clubnom.com

EMAIL (LETTERS)

Nintendoletters@emap.com

EMAIL (TIPS)

Nintendotips@emap.com

CAN'T FIND US?

If you can't find *NOM UK* in the shops, call our Customer Services line on 0845 601 1356

WHO DOES WHAT

(and where they'd take Samus on a date...)

Editor Tim 'to see Southend United' Street

Deputy Editor Dean 'Corby town centre' Scott

Production Editor Kingsley 'Dungeness or Sizewell B' Singleton

Staff Writer Mike 'KFC' Jackson

Staff Writer Rob 'the slots in Mablethorpe' Burman

Art Editor Dan 'Fifth Avenue in Cambridge' Payne

Thanks to... John Ricciardi, Frank Cifaldi, Simon Watts, Sam Brace, Richard Leadbetter, John Allison, Claire Stocks-Wilson, Rob Saunders and everyone at Cake.

Publisher Andy McVittie

Advertising Manager Nuria Taylor

Tel: 0870 062 0965; 01733 288098

Advertising Executive Jo Ashdown

Tel: 020 7295 5030

Marketing Manager Stuart Bell

Tel: 0870 062 2254; 01733 288090

Promotions Executive Clare Gockel

Tel: 0870 062 0980; 01733 465890

Editorial Enquiries Tel: 01733 237111

Ad Production Tel: 0870 062 0968



emap active

WANT TO SUBSCRIBE?

All *NOM UK* subscriptions include postage and packing.

A one-year UK subscription is currently £47.88; Europe £49.65; World £76.20.

To order, telephone: 0870 124 1010. Back issues cost £3.95 UK; £4.95 Europe and Rest of the World. To order, telephone: 0845 121 4000

For more information, see p118.

LEGAL GUBBINS

Nintendo Co., Ltd. is the owner of certain copyright which subsists and trade marks and other intellectual property rights in certain content, characters, artwork, logos, scripts and representations used in this publication. All rights are expressly recognised and they are used by Emap Active Ltd. under licence. © 2004 Nintendo Co., Ltd. All rights reserved.

Nintendo Official Magazine UK is © Emap Active. Duplication, transmission in any form or use of text or images without obtaining our express permission in writing beforehand will result in legal action. Everything we write is based on our own opinions. Information we use comes from the companies, or is correct to our knowledge. News, previews and release dates are based on the information we found to be true at the time of going to press.

COMPETITION TERMS AND CONDITIONS

Calls cost 50p per minute. Calls last two minutes. Text entries cost £1.00 per entry. Please get permission from the bill payer before calling. *Nintendo Official Magazine UK* and the companies providing prizes accept no liability for injuries or damage sustained while using prizes.

All entries for the competitions in *NOM UK* #147 must be received by 9/12/04 to qualify. The winner will receive the stated prize from the competition they have entered. If, for any reason beyond the promoter's control, it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value. The promoter's choice of prize is final. There is no cash alternative available. No entries can be returned and the promoter will enter into no correspondence. The prize draw takes place on 10/12/04 and the winner will be notified within one day of the draw. The winner will be chosen at random from the correct entries received.

Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household. The promoter excludes responsibility for applications that are lost/delayed/incomplete.

Cover Story

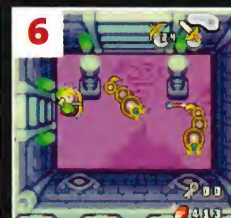
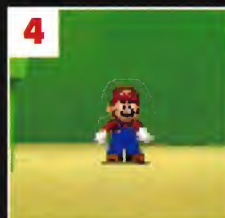
Metroid Prime 2: Echoes

p012



10 Things we didn't know last month...

1. That we'd give Samus' latest adventure one of our highest scores ever (*Metroid Prime 2: Echoes*, p012) **2.** We're going to have to take our DS for a trip to the shops (DS launch, p028) **3.** Pictures of Pikachu would actually give us nightmares (the *NOM* boys draw..., p034) **4.** That DS would travel halfway across the globe to meet the DS (Nintendo DS Special, p047) **5.** That we'll be able to shoot Burman whenever we want (*TimeSplitters Future Perfect*, p058) **6.** We'd forget how to play a *Zelda* game (*The Legend of Zelda: The Minish Cap*, p076) **7.** Mike would actually enjoy playing an RPG (*Tales of Symphonia*, p090) **8.** Bigfoot can ride a chainsaw-powered skateboard (Professor E. Gadd's Guides, p102) **9.** You could almost break your limbs by playing *Duck Hunt* (Nintendo Classic, p126) **10.** That after all these years, Seal is still as angry as ever (Club Seal, p130)



Reviews

FIFA 2005	p098
Grand Theft Auto Advance	p094
The Legend of Zelda: The Minish Cap	p076
The Lord of the Rings: The Third Age	p093
Medabots: Infinity	p096
Megaman X Command Mission	p097
Need for Speed Underground 2	p084
Premier Manager 2005	p096
Shark Tale	p097
Spyro: A Hero's Tail	p097
Tales of Symphonia	p090
Teenage Mutant Ninja Turtles 2: Battle Nexus	p098
Tony Hawk's Underground 2	p082

Tony Hawk's Underground 2 (GBA)	p098
Ty the Tasmanian Tiger 2: Bush Rescue	p087
The Urbz: Sims in the City	p089
Yu-Gi-Oh: Falsebound Kingdom	p096



**The Legend of Zelda:
The Minish Cap**
p076

Contents

December 2004



p047. Nintendo DS Special



p126. Nintendo Classic



p130. Seal returns



p102. E. Gadd's Guides



p032, p036. Win! Win! Win!



p058. TimeSplitters Future Perfect



Regulars

Welcome to NOM UK	p006
World of Nintendo	p028
Wario's Brain Busters	p038
The NOM Superstars	p040
Big in Japan	p042
Shop Nintendo	p101
Professor E. Gadd's Guides	p102
We Can't Wait For These...	p110
NOM Subscriptions	p118
Quill's Mail	p120
Nintendo Hall of Fame	p124
Nintendo Classic	p126
Next Month	p128

Club Seal	p130
-----------	------

Previews

Boktai 2: Solar Boy Django	p065
Call of Duty: Finest Hour	p062
DK: King of Swing	p069
Donkey Kong Jungle Beat	p066
F-Zero Climax	p071
Mario Tennis	p068
Metal Slug Advance	p064
Resident Evil 4	p072
TimeSplitters Future Perfect	p058



It's in the game™

www.easports.co.uk/fifafootball2005

IF MY FACE ISN'T FAMILIAR YOU'LL RECOGNISE MY GOALS

Andriy Shevchenko

**What makes a player great? On the pitch, it's not about image. The boot deal.
Or the celebrity girlfriend. It's about ability. It's about great first-touch.**

First-touch separates the great players from the good ones. FIFA Football 2005's all-new player kinetic system accurately reflects the first-touch of every player on the pitch at the push of a button, generating breathtaking passages of fluid play.



Put your skills to the test by tackling FIFA players from all over the world. Play FIFA Football 2005 online on PC, Xbox® and PlayStation®2. Talk the talk via EA Messenger, then walk the walk on the pitch.

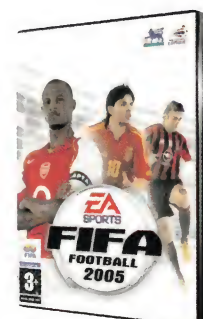


FIFA Football 2005's deeper Career Mode takes you through a 15-season quest for silverware. Choose the team and tactics, trade players to enhance your squad then do the business when it matters on match day.



"EA has scored with a screamer once again."

Four Four Two 5/5



FLUID FOOTBALL



PlayStation 2



“Exploring new areas in *Prime 2* gives you that classic buzz you only get from a *Metroid* game.”



Game info

Price: £39.99
 Publisher: Nintendo
 Web: www.nintendo.co.uk
 Players: 1-4
 Memory: 3 blocks

OUT
 NOV 26th

Metroid Prime 2: Echoes

➤ You're all alone on a mysterious alien planet. It's obvious something sinister is going on because the place is wrecked and there are dead soldiers everywhere. What happened? No-one knows. All you know is a bunch of hard-ass marines have been ruthlessly slaughtered by something strong and deadly. It's your mission to find out. Your own footsteps and an eerie ambience are all that breaks a near-silent

atmosphere. The peace doesn't feel good. You cautiously creep through a dark cave, with a nervous trigger finger waiting for the slightest disturbance.

Suddenly this strange dark matter appears from nowhere and covers one of the dead marines. Then he gets up, all zombie-like, and starts shooting at you. You leap out of harm's way, charge your Power Beam and blast him down. What the hell happened there? You were lucky that

Samus is back with a bang in a sequel so damn good it'll turn you into a Phazon-sucking, Pirate-whipping, Aran addict the moment you morph into action.

time. He died easily. Wait until you see what else *Metroid Prime 2* has in store for you.

This is not a horror game, but it WILL have you on the edge of your seat. Your viewpoint is from behind the visor of Samus' Power Suit – you ARE Samus. It draws you in more than any game you've

played before. It's like the room around you disappears, taking your GameCube and telly with it. In your mind all that exists is that visor and the alien world you see through it. And it's through that visor you will experience the most amazing quest on the GameCube, EVER. >>>





■ Sorry guys, but we caned you. Better luck next time



■ In space no-one can hear you scream. This isn't space

■ All we said was "nice pink lights" and this thing got all moody. Better charge up and let it 'ave some

just like the original, it's also about exploring and solving puzzles as well as all the shooting. The balance of frantic killing and slower-paced exploration is spot-on. Backtracking through areas you've already seen has been cut down to a minimum and this is a massive improvement over the first *Prime*.

As great as *Metroid Prime* was, it got tedious when you got a new item like the Ice Beam, for example, and then had to trek back miles to get to the white Ice Beam door you saw hours ago. The level design in *Prime*

2 is near perfect. When you get a new power-up you're never far from the new area you must explore next, and cleverly placed shortcuts often help you get there quicker.

The true genius in level design appears when you start exploring dark Aether. The Light and Dark versions of the planet are linked together in a similar way to the parallel worlds in *The Legend of Zelda: A Link to the Past* and this forms most of the game's best puzzles.

When you go through a portal in the Light World you'll appear in the Dark World in a



"Seeing the Super NES moves in 3D will thrill retro heads."

warped version of the same room. What you do in one world affects the other so you'll catch glimpses of shadowy objects in the other world, like switches. Now your brain starts working. You'll have to travel through a portal to activate them and open gates in the opposite world. But travelling to the Dark World is dangerous. The atmosphere there is

highly toxic. To survive you must keep Samus inside protective shields of Luminoth Crystals.

Your health is drained as you dart from one shield to the next. It gets tricky when you've got to scramble through an enemy-filled cave that has no crystals. It's sheer nail-biting stuff as you dash through shooting enemies at the same time. >>>



>>> *Metroid Prime 2* is an epic quest of exploration, intrigue and explosive action at its very best. Samus' latest mission takes place on Planet Aether. But Aether is not like Zebes or Tallon IV. Years ago it was the

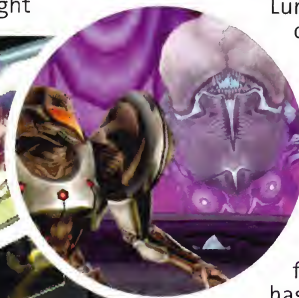
peaceful home of the Luminoth race.

But all hell broke loose when a Phazon meteor struck the planet with such extreme force it split the planet into two parallel dimensions,

creating Dark Aether. With the creation of this evil place came the birth of the Ing, a ruthlessly hostile alien race with one intention – to kill all the Luminoth and dominate both light

and dark versions of Aether. Samus gets involved when she's sent to locate a missing team of Federation Troopers, but discovers she's the only one who can help the Luminoth in this colossal war. Ask any normal bounty hunter to take on a planet full of vicious beasts and they'd probably say "HELL NO" and give you the finger. But Samus has a fat cannon strapped to her arm. She's packing more heat than all the gangster rappers in America put together. Blazing aliens is her hobby.

There are plenty of aliens to waste in *Metroid Prime 2*, but



■ The huge and evil Quadraxis was originally to have been named Colin. We're not sure which is the better



■ We checked the Morphology log and that thing is disrespecting us

Clash of the titans

Meet some of the guys and girls who will be looking to end you this Christmas.

■ You will not believe your eyes when you see the bosses in *Metroid Prime 2*. Be warned: these guys have a serious knack for inducing the release of butt-mush in players.

From massive stomping giants like Quadraxis to the agile and

deadly Jump Guardian, if you're not quick on your toes these bad boys will make you look as harmless as a dead Magikarp. You've not had a battle until you've fought this lot. Check out some of the most extreme creatures we've ever faced in a game...

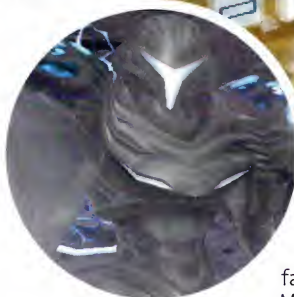




■ Samus Aran hates all one-eyed aliens, the lousy blinking freaks



■ This is where Mike eats, sleeps and works. It's called 'home'



cinematic. Then a big nasty mother roars into view. The cut-scene isn't even finished yet and you're already hammering the fire button. You know that if you're not quick with the rockets, Samus will get her head chewed off.

The boss fights in *Metroid Prime 2* rank among the best in any Nintendo game. It's the classic system – they have a set attack pattern. First you learn just to survive. You adapt, then you figure out how to retaliate. But they don't give you much time for thought. Stand around and they'll squash you like a bug,

making your health plummet faster than a fat skydiver with a faulty parachute. Many of the bosses

will use one of your own powers against you, like the Jump Guardian that springs around the place using Space Jump technology, or the Boost Guardian that turns into a ball and boosts around while you try desperately to shoot it. We'll leave you to guess how to take out these tough creatures.

Your Scan Visor helps you to find a boss' weak spot. You can shoot them in the face all you want, but that's almost always

the wrong method of approach. Use your Scan Visor for a helpful hint and you'll soon figure it out. You'll need to scan quickly and get back on the guns though, or it's curtains.

The Scan Visor is a multi-purpose tool, just like in the original *Prime*. Practically every object can be scanned. Scanning everything is time-consuming but well worth it. We applaud Retro for putting together a world that's so complete you could easily imagine Aether as being

a real place. The level of detailed information you get from scanning is astonishing.

Scan any contraption and your visor will tell you what race built the technology, how it works, how it's powered and sometimes even what metal it's made from. Retro have even put in detailed anatomy, too. Every creature scanned gives info on its habitat and behaviour. We now know more about a Brizgee than David Attenborough knows about nit-picking gorillas. >>>



■ Soon inaccessible areas will fall before your mighty Grapple Beam



■ Drink in the scene and know this: it looks ten times better in motion



Prime Vs Prime 2

It's the biggest battle since... well, ever.

■ *Metroid Prime* is a masterpiece. We didn't think it could ever be improved upon. Yet *Prime 2* has proved us wrong. Here, side by side, we show you how the baby beats its mamma.

PRIME

PRIME 2

ENEMIES AND BOSSES



Lots of enemies all with unique behaviour. Cool, but only the final boss posed a challenge. [0]



Lethal enemies with hideous mutations and the biggest bosses we've ever seen. [1]

SAMUS'S SKILLS

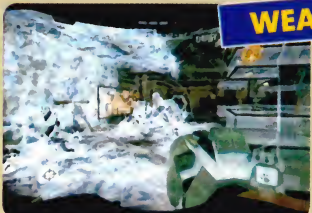


Using the Grapple Beam and rolling around in Morph Ball mode in 3D was amazing. [0]



Samus can do everything from *Prime*, plus the classic Wall Jump and Screw Attack. [1]

WEAPONS



The fab Wave, Ice and Plasma Beams are taken straight from *Super Metroid*. [0]

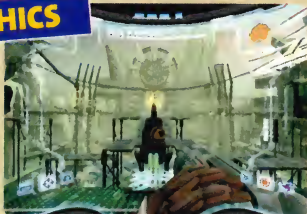


The Light and Dark Beams are new and truly amazing. The third beam? That's a secret. [1]

GRAPHICS



In *NOM #127* we said it was the prettiest game on 'Cube. We did not lie. Check Phendrana. [0]



This actually looks better. Believe us. It's indescribably good. See for yourself! [1]

COMPATIBILITY



It runs in both 50Hz and 60Hz, making it work with any UK TV and a standard AV lead. [1]



Metroid Prime 2 only runs in 60Hz, so older TVs may display the game without colour. [0]

SCORE (1)

SCORE (4)

>>> It sure is nasty watching your health being sapped away as if a giant Metroid has attached itself to your head. It's so tense you'll go as pink as Kirby as the pressure builds in your head as you shout "MOVE!" The Wavebird creaks and cracks with the pressure.

The enemies in the Dark World are evil. Charged by their Phazon-infected environment, they're quicker and stronger than those in the Light World. Small enemies are round every corner in both the Light and Dark worlds but they're not too tough to kill so they just keep your trigger finger happy while you investigate the planet's caves.

Suddenly though, tougher creatures spring out with an attack. They're what make you jump out of your skin each time you enter a new area. When the background music changes to a dark and sinister



■ Scan dead bodies and the story unfolds through their screams

tone, you know some sort of nasty, face-chewing beasts are nearby. The hairs on the back of your neck stand on end. You charge your weapons, ready to deal some hot plasma pain.

Then there are the bosses. Guys, this game is unbeatable! Nothing in the first *Prime* even comes close. Flaahgra? That big plant boss? He's like a daffodil next to *Prime 2*'s bosses. You know it's going to kick off when you enter a large area and the game cuts to a

"The true genius appears when you start exploring dark Aether."



■ *Prime 2* also features the Kit-Kat Warden and Twix Protector



■ What every good bounty hunter likes to see: missile upgrade get!

Metroid in multiplayer

Throw four Arans in the arena with Super Missiles and Annihilation Beams. What do you get? Explosive gun-blasting action!

You may have had some Samus-on-Samus showdowns in *Super Smash Bros. Melee*, but this is the first time you'll get to go head-to-head in a *Metroid* game.

A Deathmatch mode is expected in any

First Person Shooters nowadays, but they usually work with dual-analogue control. Well, despite the concern of *Metroid* fans around the world, Retro has chosen to stick with the same controls used in the

exploration-based, single-player mode.

We were concerned, too, but after sampling *Prime 2*'s Deathmatch mode at E3 earlier this year, we knew it was going to be solid. Behold, everything you need to know...



THE MODES



Always a favourite, **DEATHMATCH MODE** asks that you do nothing more than kill everything you see. You get a point for every kill you make and if you blow yourself up or fall off the edge of the stage a point is taken away.

With four players all in the same area, this is always a riot, especially when everyone's popping mad Missiles all over the place.

In **BOUNTY MODE** it's all about grabbing as much cash as you can. Coin chests are dotted around the stage and you must break them open. But to spice things up, anyone you shoot will drop coins that you can grab for yourself.

Kill someone and they'll leave hundreds scattered over the floor. Clearly, the ruthless come out on top in this game.



THE WEAPONS



While in Samus' Morph Ball mode you can use **DEATH BALL**, becoming a deadly orb of electricity. Anyone you touch will die within seconds. If you see one of these rolling towards you, SPRINT!

Power-up your visor in **HACK MODE**, allowing you to scan any opposing Samus and upload a virus to their suit. This can disable their guns or force them into Morph Ball mode. Then you maul 'em.



THE STAGES

Hanging in space, the **SIDEHOPPER STATION** is the largest level of the four. Two Kinetic Orb Cannons offer players a quick route to the opposite side of the stage, shooting over a huge open gap.

CROSSFIRE CHAOS is a basic stage, with two rooms on opposite sides of a small open area. The rooms have upgrades that can be accessed when the wall blocking the entrance is blasted down with a Missile.

DUEL-ANALOGUE?

It is time to stop whinging about *Metroid Prime 2* not having a dual-analogue control option. It's not needed. The single player controls do not spoil the multiplayer action; they just change the way you play. It's not a test of aiming precision like in *TimeSplitters 2*, because you use the lock-on button to target opponents.

This is more about getting tooled-up with the strongest weapons as quickly as possible and timing your shots, so that they hit your chosen target with precision when they're most vulnerable.



>>> Not only will you use the Scan Visor to uncover enemies' weak spots and activate switches, but it also helps tell the story of the game. Scan a dead marine and his personal log will be downloaded to Samus' new, more advanced Logbook, where you can read them. Some babble on about other members of their force and general stuff. Others are more urgent: "Man, I hate guard duty. What was that sound? I think it came from... AHH! ARRGGH!" That soldier's face was smashed in so we doubt he was screaming 'cos he saw a mouse.

Reading the marine's personal logs is a big part of

what makes the world of *Metroid Prime 2* so convincing. Of course, it wouldn't be so absorbing if it didn't have the most jaw-dropping graphics on GameCube. Look at the screenshots – they look amazing and they don't move. If you haven't fired up the *Metroid Prime 2* footage on your free DVD yet do it right now, dude. TOO AWESOME.

The first *Prime* looked amazing. This raises the bar with more moving machinery, glowing lights and power cables. There are insects and birds everywhere you look. The intricate design

"Metroid Prime 2 will destroy Halo 2 on every level."



■ Impeccable ball control is required. No donkeys please



■ Strung up and chewed. It's how he would have wanted to go

of each and every area is far superior to any game you've ever seen before. It's like your GameCube is running in hyper mode when you put *Prime 2* in it.

Every shot you fire lights up the surroundings. When you take a lift, a huge jet under the platform bursts with flames that rockets you up. And fire looks much better than in the original, burning with a glowing heat and thick black smoke billowing out. The

weather is stunning. Lightning strikes the ground right in front of you, illuminating the whole area. It's like you could jump into your telly and walk around on Aether for yourself. But don't do that. Your telly contains electricity and you might hurt yourself.

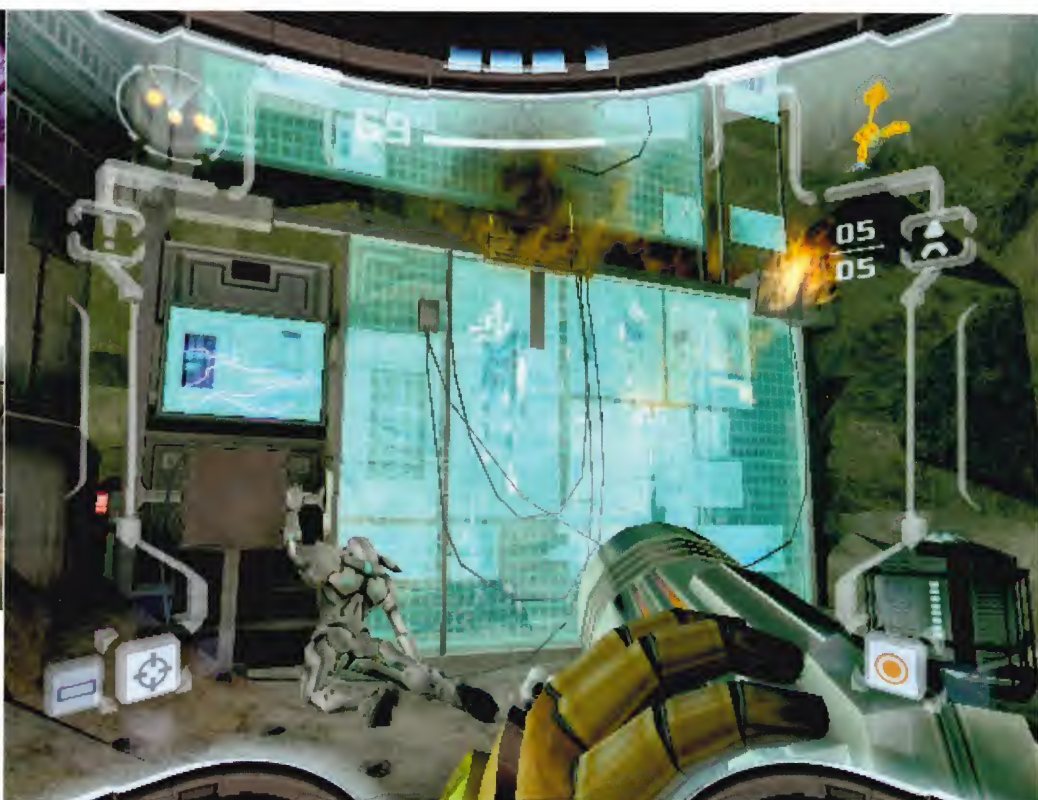
The new suits Samus can wear look even more amazing than before. The Dark Suit looks so slick we want one for ourselves, but we doubt they'll have them in JD Sports. >>>



■ The new bosses require serious bounty hunting skills to take out



■ That cool warp hole effect makes shooting stuff even more fun – if that's possible



■ This guy died of thirst trying to get to the Coke machine. Then he only had a tenner. We've all been there...

60Hz only

Is Metroid Prime 2 compatible with your TV?

■ If your GameCube is hooked up to an ancient TV that your parents have had since the 1980s, *Metroid Prime 2* may not work.

That's because *Prime 2* only runs in 60Hz mode. The standard signal for British TVs is 50Hz. Most TVs made in the past five to ten years will deal with 60Hz fine. Older TVs may display the game without colour, or even worse, the screen will roll upwards. If you have problems, here's what you should do.

ROLLING PICTURE

If the picture rolls upward, it's Game Over. Your TV won't accept a 60Hz signal at all. Nick your dad's expensive new one, or get a cheap portable TV. You can get one for under £50 quid that'll work just fine. If any game is worth it, this one is.

STABLE BUT COLOURLESS PICTURE

If your TV displays the picture okay, but it's in black and white, you can still save the day. Check your TV for a scart connection. If it has one, buy a GameCube RGB scart cable for around £10. We can't promise, but this SHOULD sort you out.

If you have any queries, please call the Nintendo Hotline on 0870 6060 247. Calls are charged at the national rate.

"Prime 2 is an epic quest of exploration, intrigue and explosive action at its best."



■ That's the larval form, which means it ain't getting any smaller

needing a dual-analogue system, we'll throw 100 red Pikmin through their letterbox to bash their stupid head in. The controls do the job perfectly, even in multiplayer (see the Metroid in Multiplayer box on p19). We wouldn't have the controls any other way. In fact, there's nothing we would change about this masterpiece. *Metroid Prime 2* is about as close to perfection as we could have ever hoped – or imagined.

From the second you turn the game on it oozes quality. Notice we've kept the level spoilers in this review down to a minimum. That's because the best thing about *Metroid Prime 2* is that you don't know what's going to happen next. It's so damn absorbing it'll make you want to play it for hours



on end. You NEED to know what's around every corner and what's hidden in every little crevice of Aether. There's tons of stuff to find and enemies to battle and we certainly don't want to ruin that for you until you can get your hands on a copy.

Now save your cash for November 26th 'cos when this classic hits the shelves you need to sprint down the shops like you're being chased by a man-eating Pitbull pumped up on Phazon. *Prime 2* is the greatest game to happen in GameCube's lifetime. Time will tell if it's the best the console has to offer (remember the next *Zelda* is still to come), but for now weep tears of joy for Samus's second coming on GameCube. It will blow you away, make no mistake about that.

So, should you buy it?



Yes if...

You own a GameCube. And you respect your GameCube. Listen... it's crying out for this.

No if...

You haven't got a GameCube. Get one first. Then get this. Then play it, stupid.

You'll love it if you like...

Your GameCube. If you don't love this you probably shouldn't own a GameCube.

GRAPHICS

10

There's no game that looks as good as this. Ever. Absolutely mind-blowing.

SOUND

10

Creates the most absorbing atmosphere that pulls your brain right into the TV.

GAMEPLAY

9

The controls take getting used to but are perfect for controlling many functions.

LIFE SPAN

9

The single-player mode is a healthy 25 hours. Longer if you go for all the items.

VERDICT

➤ No other game is as absorbing, mysterious and exhilarating as this. *Echoes* destroys everything else on GameCube right now and it won't change any time soon. A real Nintendo masterpiece. *Mike Jackson*



BEST BIT: The atmosphere – thanks to awesome graphics and sound.

WORST BIT: It doesn't include *Super Metroid* as an unlockable extra.

SECOND OPINION

➤ I didn't think *Prime* could be topped. I even bet some guy from Nintendo. Now I have to clean Bowser's toilet for a week. That was stupid. This is awesome. *Kingsley Singleton*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"ASTOUNDING"

97%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

KEEP GOING FOR THE EXCLUSIVE INTERVIEW





>>> When you get the Dark Suit a cut-scene shows Samus surrounded by hundreds of electrical sparks as her suit powers-up to its new form. It'll make you drool.

Once Samus slips into the Dark Suit she will take less damage from the toxic atmosphere of the Dark World. This will allow you to delve deeper into the depths of Dark Aether without having to rely as much on the protection of the Luminoth Crystals.

As always, exploring a newly accessible area gives you that classic buzz you only get from a *Metroid* game. It's the excitement of getting an awesome new item that will keep you glued to *Metroid Prime 2*. As well as the Light and Dark beams there's plenty of technology to try and locate as you try surviving the threats out there in darkest space.

But the move we've all been looking forward to is the return of the classic Screw Attack. If you think that seeing Samus go into a Morph Ball looks cool, wait until you see the Screw Attack in action. Samus flies through the air spinning like Sonic the Hedgehog on fire. It's a



beautiful sight. It's not the same as in *Super Metroid* – Samus can't use the Screw Attack to gain height. It will only allow you to maintain altitude, meaning you can cross large chasms with no



problem. When extra height is needed, Samus reverts to another one of her classic techniques – the Wall Jump. For any retro-head lover of Samus' Super NES adventure, seeing these moves in 3D for the first time will make you explode with excitement.

Flicking through the air and

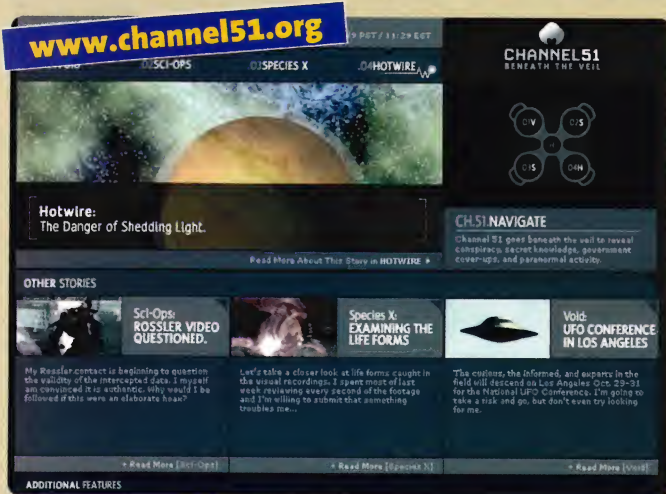
bouncing off walls in 3D is just as easy as it was in the old days of flat games, thanks to truly awesome controls. Retro has done an amazing job converting this move into the 3D environments that Samus explores. You'll be impressed.

If you see anyone still whinging about *Metroid Prime*

Something like a phenomenon

Strange websites connect the real world with the game.

We're not going to tell you that Samus is a real person. You'd call us idiots and probably throw the magazine in the bin. But these two websites do a good job of making the *Metroid* universe seem believable. You should check them out.



Channel51.org is a site on paranormal activity and government secrets. It has fuzzy footage of what it claims is a UFO sighting. If you look carefully you can see it's actually Samus's ship. In other grainy footage you can make out the Ing race. Okay, so it's not a real site, but it's presented so well it seems like it's real. This is very cool.



This site is the homepage for a next-generation military technology company called Orbis Labs. Again, it's very convincing, with detailed information on when the company was founded and the technology in development. We don't have the login codes yet. Maybe they're hidden in *Metroid Prime 2*. When we get them we'll let you know.

Go Anywhere. Go Anywhere fast. Go anywhere fast looking like a damn pimp. ea.games.co.uk/needforspeed



Challenge Everything™

Interview by Dean Scott



In 2003, *Metroid Prime* landed on GameCubes across the UK and blew absolutely everyone away. Developer Retro Studios turned a classic 2D Nintendo series into an awesome 3D first-person adventure game. So, it came as no surprise that Retro would once again be reunited with everyone's favourite bounty hunter in *Echoes*. Here we talk exclusively to Retro Studio's President and CEO Michael Kelbaugh and Senior Producer Bryan Walker about how they approached one of the most anticipated games ever...

Nintendo Official Magazine: When you were designing *Echoes* did you go back through the old *Metroid* games and think of what elements could be borrowed from those and how to implement them?

Bryan Walker: The Screw Attack and the Kick Jump capability came from the classic *Metroid* titles. The fans' demand was such that we had no choice but to include them this time.

Michael Kelbaugh: There were a couple of elements that we really wanted to incorporate in the first game, but we just didn't have the time. So, we just put them on the back burner and said we'll try them in the next one.

NOM: We bet when you were making *Echoes*, you were damning the original creators for making the Spiderball. For the second one that must have been a nightmare because you can roll anywhere.

Bryan: The Screw Attack is actually more challenging from an engineering standpoint.

Michael: If you think about three dimensions, the Screw Attack has a potential to completely bounce out of the environment, so that was really challenging. I shouldn't really say this, but our engineers didn't want to do it from a technical standpoint.

There was a point when we just went and said we were going to go ahead with the idea and the engineers weren't too happy. We weren't popular. The game hadn't been tested, but it was a feature we really wanted. It's working well now, so we're glad we did it.

NOM: The actual delay between *Prime* and *Prime 2* has been uncharacteristically short for a Nintendo game. Why was that?

Bryan: Retro is a youngster and a small group

of 45 people. We decided right after we wrapped up the first one that a sequel would be in our best interest. We had an exceptionally aggressive development time, especially for a group that small. We wanted to take advantage of the market penetration for the GameCube.

We were asked to step up and make that happen and we committed to it. Hats off to the guys in Austin. We worked exceptionally close with the guys from Nintendo, so it's really a co-development situation. Even some of the old guys from the original *Metroid* were still around. It was a monumental effort, but it was the challenge we were tasked with and we managed to pull it off.

NOM: When it was announced a Western developer was bringing *Metroid* to 3D, almost unanimously everyone thought it was a wrong decision and that the American boys would wreck it. Everyone was expecting you to fail, but you basically came out with a landmark GameCube game. How was the pressure different going into the second game? You proved you could do it first time around, but this time you had to do it again and better.

Bryan: This time everyone expected us to succeed. There is an old saying in the games industry... "if you think failure is hard, try success"! *Metroid Prime* had the luxury of taking people by surprise. There was no expectation from a troubled developer that was initially committing a sacrilege with a much-loved franchise. Everyone had already written it off, but then it turned out to be an excellent game.

Now we don't have that element of surprise

anymore, so people expect excellence in all aspects of *Prime 2*. This only makes the challenge even greater.

The lack of time we had to make *Prime 2* was a very significant aspect. But thanks to the incredible engineering skill at Retro, they developed a set of tools that were so strong and so powerful, it makes creating top-notch content very easy. Actually I shouldn't say easy, because it's still difficult. But we can do it much quicker than with any other tool set.

Michael: One thing to really highlight is that it's all new, there's nothing we rehashed or re-used. We didn't start ripping out the guts of *Metroid Prime* and say we are going to use this and base the game around this. Everything you see and touch, with the exception of the controls, is brand-new content.

Bryan: We wouldn't even use tiny creatures that are really small on screen. Even though we had time constraints, the artists didn't want to re-use anything. They were really dedicated to the project.

NOM: Do you think you get the credit you deserve for *Metroid Prime*? It's obviously a landmark first-person game, but it's on a console where those games are less prevalent than on the PS2 and Xbox. Creatively, is that frustrating?

Bryan: There is credit in what we do. I'm fortunate to be able to work with the best people. I have worked with almost every developer Nintendo has had in the last 20 years. There's not another group like this on the planet. That's the satisfaction of walking into work everyday. Whether or not we feel in the least bit overlooked, we still got Game of the Year last year. >>>

99 ■■■



Scanning...

A new **[Creatures]** entry has been downloaded to your Logbook. Morphology: These large mammals hold vital information on *Prime 2*. We emptied their brains faster than a starving Metroid.

A



Bryan: There were a number of concepts in the beginning that we contemplated. We really thought the Light World and Dark World proposal gave us a lot of opportunities, especially for puzzle solving and to develop an ammo system which would be dynamic, but impact differently in both worlds.

It gave us the broadest capacity to expand on different gameplay styles especially in the puzzle solving aspect of it, which is always important in any *Metroid* game. It just seemed to be a natural thing.

NOM: Some of the brand-new bad guys in *Metroid Prime 2: Echoes* are genuinely horrible.

Did you see some people being blown up when you were young? Sometimes we worry about you guys!

Michael: You have to meet our concept artist!

Bryan: Our concept artist is exceptionally talented and has got quite an imagination. Today in the office his hair is blond with a black arrow dyed into it, but who knows what it'll be like tomorrow. All this stuff starts in design and we have an exceptional artwork group. We are lucky to have the concept guy we have.

Michael: He's basically a free spirit. He's an incredibly hard-working guy. His name is Andrew Jones by the way.

NOM: The AI of the enemies in the new game seems to be particularly good. But if all the alien races in *Metroid* are so intelligent, why do they leave all the upgrades scattered around for Samus to pick up?

Michael: It's like one of those *Star Trek* questions!

NOM: That's not an answer. Maybe the bad guys are just challenging themselves? They think "Oh yeah, Samus is pretty tough. But let's give her guns that are twice as powerful and then see what happens!"

Michael: We think it's actually Bill and Ted who are travelling in time and leaving things around for her to collect.

NOM: So *Metroid Prime 3* will be called *Samus in Time*?

Bryan: Yeah, we'll think about it.

NOM: Is this the last game you're working on for GameCube?

Bryan: Honestly, at the moment we are just focused on getting the US game finished. We've then got to do the European and Japanese versions. They're both going to last us until the end of the year. After that we'll regroup and sit down with our friends at Nintendo to decide what the next step is.

NOM: Okay guys. Thanks very much for your time.



grand theft auto

GAME BOY ADVANCE™



AVAILABLE NOW

WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO/GBA



GAME BOY ADVANCE™



© 2004 Rockstar Games, Inc. Grand Theft Auto, the Grand Theft Auto logo, Rockstar Games, Rockstar North and the R logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. Digital Eclipse and the Digital Eclipse logo are trademarks of Digital Eclipse Software, Inc. Nintendo, Game Boy, Game Boy Advance, and the seal of quality logo are trademarks of Nintendo. All Rights Reserved.

THE LIGHT AND DARK WORLDS GIVE US LOADS OF OPPORTUNITIES

>>> We walk into work every day, see the plaque on the wall and we want to continue making games with great content. It's nice working with a world-class team that doesn't have a prima donna attitude. What usually happens to teams like that, is that they get torn apart and end up in ten different studios. 95% of the *Prime* team has stayed for *Prime 2*.

Michael: The quality of *Prime* really worked to our advantage. It was a great project for us and we were able to bring in new people who have been incredible additions to the team. That's very gratifying.

NOM: In the GBA *Metroid* games they've started to tuck away the old NES games as hidden extras. Did you twist anyone's arm to put *Super Metroid* in *Echoes*?

Michael: It was discussed! Let's just leave it at that. We didn't have enough time in the tight schedule, but we really wish we could have. We were so focused on the new elements like multiplayer and Screw Attack and refining elements from the original to the sequel. I'm personally a big Easter egg fan. I like all the fun stuff you find that's not supposed to be there. About three months ago I questioned whether we could squeeze something in there, but as it turns out we just didn't have time.

NOM: Now that you mention the multiplayer, it seems to us there was a lot of people complaining the first game didn't feature a multiplayer mode. This time around you have

obviously built that in. But what multiplayer games, if any, did you look at as an example of how it should be done?

Bryan: We didn't. The primary reason is that *Metroid Prime* is not a First Person Shooter, it's a first-person adventure game. So we couldn't look to any other game out there as an indication about how to make a multiplayer.

The thinking behind the multiplayer elements of *Echoes* was: "How do we make a multiplayer experience that fans of *Metroid* games will instantly know and recognise. How will it feel top to bottom like a *Metroid* game?" I'm very happy with the way it turned out.

NOM: What percentage of your resources were split between the main game and the multiplayer? Was it 50/50? Or was the focus on the main game?

Bryan: I'd say about 25% of our time was spent on the multiplayer.

NOM: One of the big changes for this version is the increased use of cinematics. Why did you take that decision?

Michael: Well we wanted to spend a lot more effort this time on the story. Last time around it was more: "Can we make this a realistic situation and can we bring *Metroid* to this powerful new platform while still making it true to the long-running series?"

We knew we could do it this time, therefore we thought we needed to spend more time telling a story in this game. Part of how we did

that was to increase our efforts substantially.

What a ride that's been! Our number one challenge was to meet the schedule and to meet those demands. We did a fantastic job, considering we only have one cinematics guy. The attention to where cinematics sat on the radar of this project was increased. We wanted to make sure this was a critical aspect of the game. It was a priority and we really wanted to stress a story this time. So really the increased use of cinematics was based on our desire to tell a bigger story this time around.

NOM: Did you have complete autonomy to brainstorm the new plot, along with the Light and Dark Worlds? Or was that Nintendo?

Michael: We have a very unique relationship where they will come up with an idea and we will fire back to them with a variation of that idea. It's an evolutionary process between two groups of very passionate people to arrive at the best possible solution.

I've been really happy with the way we have been able to combine the Japanese sensibilities and the Western sensibilities. We've brought them into a product that is, to me, bigger than the individual parts. The feeling of *Metroid Prime 2* is a unique experience and it's a much more powerful one than in the original *Prime*.

NOM: It's a very clever device to use the Dark and Light Worlds. How did you come up with that concept?

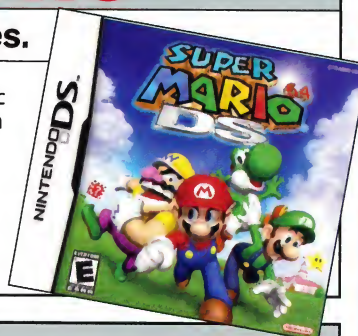


Plastic fantastic

New console and – finally – new cases.

Nintendo DS games will come packaged in mini DVD-style plastic cases. Game Boy Advance games come in cardboard boxes which are tricky to keep in good condition – especially if you live in a house full of sharp metal, open fires and steam.

Plastic has got to be the way forward for collectors, but it should also ensure you get a better price for your games if you ever decide to trade them in. Nobody wants a game in a battered box, after all. Bring on the Nintendo DS!

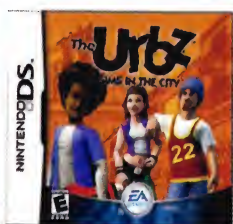


Blast off!

The final US launch list revealed! By us! Right here!

The UK release is still a way off, but the games at the US launch might give a few hints as to what our titles will be. *Super Mario 64 DS* is a dead-cert, but do any of these also take your fancy?

- **SUPER MARIO 64 DS**
- **RAYMAN DS**
- **MADDEN NFL 2005**
- **TIGER WOODS 2005**
- **SPRUNG**
- **FEEL THE MAGIC: XY/XX**
- **THE URBZ**
- **ASPHALT URBAN GT**
- **PING PALS**
- **RIDGE RACER DS**
- **MR. DRILLER DRILL SPIRITS**
- **SPIDER-MAN 2**

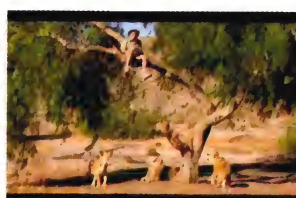


Touch the screen

TV advertising kicks off around the globe.

The ads for Nintendo DS are already well underway in the US and Japan, as Nintendo backs its most innovative product with its largest marketing budget ever. First-wave US ads invite viewers to touch a DS on their TV, while the second stars Steve-O and 'Party Boy' Chris Pontius from *Jackass*.

Pontius rides an elephant, DS in hand, while Steve-O, engrossed in a game of *Metroid DS*, almost gets eaten by a lion. He admitted thinking he was going to die as the lion started chewing his hat.



MARIO MAHJONG

It's something of a running joke that any Japanese console launch will be complemented with a stack of mahjong games. Well, for DS Nintendo themselves are jumping on the bandwagon. *Yakuman DS* stars Mario, Luigi and co playing a tile game we really don't understand. It won't come out here though, don't worry.

FOX RENAMED

After answering to *Star Fox* and *Star Fox Armada*, Fox McCloud's forthcoming GameCube game now has ANOTHER new title. *Star Fox Assault* appears to be the final name for the Namco-developed space shooter, due for UK release next year.

DREAM TEAM



We wondered what would become of legendary games creator, Tetsuya Mizuguchi, when he left Sega. Here's the answer. He's producing a puzzle game called *Meteos* for Bandai. The game's director is Masahiro Sakurai, formerly the director of the *Kirby* games at HAL Labs. That's something of a dream team, so we'll be keeping an eye on this.

FOUR SWORDS DS

As part of the DS unveiling in Tokyo, Mr Miyamoto announced a brand-new version of *Four Swords*. The game will take its cue from the co-op GameCube *Zelda* game that's released in the UK on January 7th. Obviously a co-op *Zelda* game would be perfect for the DS's wi-fi capabilities.

MORE WARS

Ubisoft says the game of the forthcoming *Star Wars* movie, *Revenge of the Sith* will be coming to GBA and Nintendo DS. Each version will "fully leverage the strengths of each platform". Imagine wielding your stylus like a lightsaber! No, neither can we.

World of Nintendo

INSIDE World of Nintendo

TOUCHY FEELY

More DS details as The Big N gets all touchy in Seattle

28

NEW GAMES FOR US!

... and you too! Check out our 2005 release schedule

30

MARIO'S ON THE MIC!

Party 6 set to feature mic in UK despite limey accents

30

PEACH AND MARIO SPLIT!

The Mushroom Princess in her solo gaming debut!

31



MIYAMOTO TALKS DS

Gaming guru spills beans on new console's development

32

FUTURE FIVE

Upcoming games keeping us from an early death.

34

WIN METROID GOODIES!

We've burgled Samus's ship and you can win it all!

36

POKÉMON CENTER

Cinema downloads in Japan and new games on DS!

37



STYLUS IN SEATTLE

Nintendo completes the DS picture at its exclusive US Gamers' Summit. Here's what happened...



Nintendo DS games will cost as little as \$30 each, you can share a single cart to play multiplayer and there is no region lockout. Those were three of the explosive revelations as Nintendo filled in the blanks regarding the DS launch at a special event in Seattle.

Reggie Fils-Aime took the stage at the Grand Hyatt Hotel in downtown Seattle to reaffirm that DS would make its global bow on November 21st, priced \$149.99. Fils-Aime also stated that the top price for a first-party game would be \$29.99. That's cheaper than most GBA games and shows Nintendo's willingness to make it easy for gamers to get into the DS experience.

Nintendo also confirmed that there will be ten to 12 games released in the 30-day 'launch window' after the console hits the streets. *NOM* got an exclusive hands-on with all of these games

and you can read all about them in our feature starting on p47.

Meanwhile, in Tokyo, Nintendo President Satoru Iwata outlined more new information. Nintendo DS will support a "game sharing"

system, where the player with the Game Card beams the game information to the other players in wireless range. Multiplayer gaming with a single cart is excellent news for all.

Mr Iwata also confirmed the DS would uphold the Game Boy tradition of region-free software. That means if you grab a game while on holiday in the US, it'll play fine on your UK machine. Games from Japan will work too, but brush up on your Japanese.

Nintendo's unprecedented plans to offer downloadable demos were also revealed. Imagine going into a games shop and being able to download a demo of the latest game to your DS for a trial run. That's going to become a reality for DS gamers in all territories thanks to the unique functionality of the machine.

The UK launch remains the first quarter of 2005. As soon as Nintendo announces a precise date and price, we'll let you know.



■ Fils-Aime (pictured) stunned delegates with the low cost of DS games



■ Dean was removed for standing on the table, screaming "have that!"

PlayStation®2



Free PlayStation®2 Network Adaptor. Broadband from BT. Everything you need to conquer the world.



Broadband from BT[†] for online gaming will bring you closer to total domination. Sign up now and you could get the Network Adaptor* and, through your PlayStation®2 and existing phone line, online access to the finest gaming minds on the planet. And if they get in your way, you can just blow them out of it. Experience mastery of the universe without even standing up.

bt.com/onlinegaming 0800 328 9041



More power to you

Offer open to first 3,000 new customers who order Broadband from BT (excluding BT Broadband Basic) or until 31/01/2005, whichever is the earlier. One free kit per household only. See website for terms and conditions. †BT Broadband Basic is not suitable for online gaming. Subject to availability and survey. BT line or similar required. Minimum 12 months rental. Connection and router are free for online orders (See www.bt.com/onlinegaming for latest prices with telephone orders). PlayStation 2 console required. Other conditions apply. "PS2", "PlayStation" and "P2" are registered trademarks of Sony Computer Entertainment Inc.

Nintendo's spring surprises

The Big N unveils launch line-up for 2005. Start saving those Rupees right now.



It might be dark when you come home from school, but you can brighten up your bedroom with some sure-fire hits from the Big N, coming your way in 2005.

With your Christmas money sure to be burning a hole in your pocket, Nintendo blasts out of the blocks early in the new year with *Zelda Four Swords* out on January 7th. If your Nan's been feeling particularly flush with her dollars you may even have enough change to go for one of the second round of NES Classics – *Zelda II*, *Metroid*,

Castlevania or *Dr. Mario* – which hit shops on the same day.

Next year you can also expect bongo-bashing platform action with *DK Jungle Beat*, the newly-named *Mario Power Tennis*, the mic-blast that will be *Mario Party 6* and *Resident Evil 4* on GameCube.

The GBA doesn't miss out though with a raft of titles to whet your appetite including *Banjo Pilot*, *Kingdom Hearts* and *Advance Guardian Heroes*. With the DS also due in the spring, it's gonna be a great time to be a Nintendo fan. We can't wait!

YOUR NINTENDO SHOPPING LIST FOR 2005

		want it?
<i>Zelda Four Swords Adventures</i>	January 7th	<input type="checkbox"/>
<i>NES Classics Part 2</i>	January 7th	<input type="checkbox"/>
<i>Smashing Drive</i>	January 21st	<input type="checkbox"/>
<i>Megaman X Command Mission</i>	January	<input type="checkbox"/>
<i>It's Mr Pants</i>	January	<input type="checkbox"/>
<i>Donkey Kong Jungle Beat</i>	February 4th	<input type="checkbox"/>
<i>Mario Power Tennis</i>	February 25th	<input type="checkbox"/>
<i>Jimmy Neutron Attack of The Twonkies</i>	February	<input type="checkbox"/>
<i>Spongebob Squarepants The Movie</i>	February	<input type="checkbox"/>
<i>Banjo Pilot</i>	February	<input type="checkbox"/>
<i>TimeSplitters Future Perfect</i>	March 11th	<input type="checkbox"/>
<i>Mario Party 6</i>	March 18th	<input type="checkbox"/>
<i>Resident Evil 4</i>	March	<input type="checkbox"/>
<i>Viewtiful Joe 2</i>	March	<input type="checkbox"/>
<i>Fairly Odd Parents</i>	March	<input type="checkbox"/>
<i>Tak 2: The Staff of Dreams</i>	March	<input type="checkbox"/>
<i>Kingdom Hearts: Chain of Memories</i>	March	<input type="checkbox"/>
<i>Bionicle 2</i>	March	<input type="checkbox"/>
<i>Splinter Cell Chaos Theory</i>	Spring	<input type="checkbox"/>
<i>Killer 7</i>	Spring	<input type="checkbox"/>
<i>Ghost Recon 2</i>	Spring	<input type="checkbox"/>
<i>Winnie The Pooh Rumbly Tumbly Adventure</i>	Spring	<input type="checkbox"/>



■ *Zelda Four Swords Adventures* – Jan 7th



■ *Viewtiful Joe 2* – attacks GC in March



■ *Donkey Kong Jungle Beat* – Feb 4th

Mushroom karaoke

Mario Party 6 to hit the UK with its microphone intact!

➡ The UK version of *Mario Party 6* will ship with a free microphone, opening up a new range of crazy mini-games. When this was announced for the US release, we worried our regional accents in the UK might put paid to a release here. That was the reason we never got *Hey You Pikachu!* on N64. But we needn't have fretted.

The game is released on March 18th with a microphone that plugs into a memory card port, leaving all four joystick ports free for multiplayer action. Only certain mini-games support the mic, mainly ones where one player is battling against the other three. One we saw had Player One in a

battleship attempting to kill the other three players buzzing around on Koopa shells. Commands like "laser", "rockets" and "Bullet Bill" unleashed weapons on the other players. Pretty cool stuff.

There's a big green button to press when you want to issue commands. It's easy as you like. Add to that the 80 new mini-games and this could be the best *Mario Party* game yet. They've even addressed a few concerns like the speed players move around the board.

No-one at NOM has a particularly strong accent, but rest assured we'll lay the Geordie and Scouse action on thick when we shriek at the US version in the coming months.



■ We tried "in your face" but that didn't seem to work

WHAT WILL YOU MAKE?



play on™



4 instructions
+ 13 ideas



Introducing Titan XP, the coolest LEGO® robot ever created. A massive 30 cm tall, this Japanese anime inspired monster features the unique new, LEGO joint system, which means he can strike just about any menacing stance you choose. And with ideas and instructions for a whopping 16 more models, you can rebuild him into almost any robot you can imagine. What will you make?



4508 Designer Set
Titan XP



Guardian

December Edition, 2004

REINDEER ON THE RAMPAGE!

We're still looking for *Animal Crossing* nuts to send in pics of their homes. The best ones will be printed here so send them to 'My House Is The Best' at the usual address or just email rob.burman@emap.com.

December 1st – Snow Day

The Mayor will be celebrating the first day of snow. Find him at the Wishing Well and he'll give you a snowman in return.

December 23rd – Toy Day

Find the Mayor at the Well before 6pm and he'll give you a present. They're different depending on whether you're playing the game as a boy or a girl.

December 24th – Christmas Eve

Look for Jingle the Reindeer who will be walking around your town some time between 8pm and 1am on the 24th. If you find him, he'll give you a piece of Jingle Furniture.

December 31st – New Year's Eve

Down near the lake there will be a big clock counting down to New Year's Day. After midnight the sky will light up with a fireworks show until 1am. Plus, if you speak to the Mayor he'll give you a Noise Maker which you can put in your house.



The main man talks DS!

Mr Mario reveals some tantalising Dual Screen news.



The king of games designing, Shigeru Miyamoto, has lifted the lid on some of Nintendo's creative thinking behind the making of the Nintendo DS.

Shown at Gamestars Live and for the first time in print in a UK magazine, Mr Miyamoto revealed that existing hardware design had reached its peak and that software had run out of ideas with existing consoles currently doing the rounds.

Mr Miyamoto went on to say that during *PictoChat*'s development Nintendo originally thought about typing

in words using special software or even a keyboard, but decided against it saying it would be much quicker just to simply draw or send pictures just as they are.

With just days to go until the US release, the world waits with baited breath to try out all the brand-new DS games. Make sure you pick up a copy of *Nintendo Official Magazine* next month 'cos we'll be previewing all the US launch games in-depth. From *Mario 64* to *Feel The Magic* we'll be all over these games so stay tuned!



The cleanest *PictoChat* conversation you'll ever see

I, Robot competition

? QUESTION

Which Nintendo console came bundled with a robot?

a. NES b. Super NES c. Virtual Boy

Hundreds of kick-ass robots + Will Smith running a lot = film of dreams for the boys at NOM. And to celebrate the release of the awesome *I, Robot* on DVD and video on December 3rd from Twentieth Century Fox Home Entertainment, we've got some sweet prizes up for grabs. One winner will get a DVD, a T-shirt, an *I, Robot* baseball and an ultra slim *I, Robot* camera while two runners-up will each receive a copy of the DVD, an *I, Robot* baseball and a T-shirt.



ENTER BY TEXT: Write "nomcomp ROBOT", then the letter of your answer and send it to 83149.
BY PHONE: Dial 0905 053 1102, answer the question and leave your name, address and telephone number.
BY POST: Send your name, address, telephone number and your answer to: The *I, Robot* Competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.*

*SEE TERMS AND CONDITIONS ON P6

Even more news from the world of Pikachu and friends. This month we've got details of *Pokémon* on the Nintendo DS!

CENTER Pokémon

All-new Pokémon games!

Back at E3 you may remember a certain Nintendo DS tech demo starring a yellow Pokémon going by the name of Pikachu. Remember that?

Well Pokémon of all shapes and sizes are DS-bound with the news that *Pokémon Dash*, a Pokémon racing game, is being developed for Nintendo's next-gen machine.

We've got a full hands-on report over on p49, but the future of Pokémon games doesn't end there!

At the Japanese press conference unveiling the launch details of Nintendo DS, *Pokémon Pearl* and *Pokémon Diamond* were announced on the release schedule! OMG!



There are no other details at the moment, but stay with *NOM* for full details of what's in the games and when they're out.

FREE Pokémon at the flicks!

The DS Poké-power doesn't end there though with even more pant-wetting news from the Far East. You aren't going to believe your ears!

When the eighth *Pokémon* movie hits cinemas in Japan next summer, you'll be able to take along your Nintendo DS for some great new downloads.

That's right, slam in *Pokémon FireRed*, *LeafGreen* or *Emerald* into the GBA cart slot of the DS and new unlockables will automatically download to your machine!

President of Nintendo, Mr Satoru Iwata, said: "You just need to bring the DS and one of the *Pokémon* titles for Game Boy Advance and you'll be downloading some unique *Pokémon* data while you watch the movie." There's no news yet on whether this will come to UK cinemas, but as always, we'll tell you when we know!



GET A LOAD OF THIS



DO MORE THAN JUST READ ABOUT IT
IN AWESOME **get good**™ SKILL DAYS
AND GET HINTS, TIPS AND TRICKS
WITH EVERY BOTTLE.

BLADING MUSIC ACTING
SINGING DANCING
SKATEBOARDING
TEN-PIN BOWLING MOVIE MAKING
TRAMPOLINING BMXING



GET MORE AT WWW.GETGOOD.CO.UK

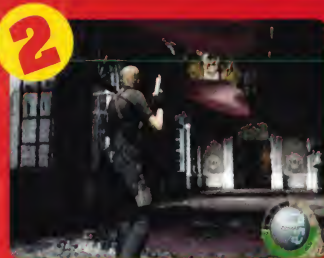
FUTURE FIVE

There are games we WANT. There are games we NEED. Then there are the ones we're willing to kill for! That's them down there...



1 Alien Hominid

How could we not be excited about a hard as nails shoot-'em-up, featuring an alien with a laser gun and robots? It's just come out in America and we're well jealous. Stayed tuned for a preview next month.



2 Resident Evil 4

We're already stocking up on diarrhoea remedies and new pairs of pants in expectation of this, without doubt, the best-looking *Resident Evil* game yet.

Mawaru Made in Wario
This is absolutely 100% awesome and every day we get down on our Mario prayer mat and pray for a UK release. The motion sensor is genius. Speed up!



3 Splinter Cell: Chaos Theory

Stop hiding behind bushes and sneaking over fences on your way to school 'cos Tom Clancy is coming back to GameCube for a stealth fix.

Banjo Pilot
It was originally going to be called *Diddy Kong Pilot*. Then it wasn't coming out at all. Now it is coming out, but with a different name. Woo-hoo!



Bundles of fun

Get a GameCube for every room in the house. Even the freezing outside toilet!



There's no denying Nintendo is trying to please everyone this Christmas. Last month we showed you the new Mario and *Zelda* SPs and now we've got our mitts on two new GameCube bundles.

The first is the *Mario Kart: Double Dash!!* Pak priced at a saucy £79. Along with the game you'll also get a platinum GameCube which dazzles and delights and an extra controller. To be honest we'd buy this just to get the brilliant looking platinum GameCube, but the fact you get everything else thrown in is even better.

The second bundle heading your way is the *Pokémon Colosseum* Pak. This little box of joy includes a copy of the awesome game, a black GameCube and a Memory Card 59. It'll retail for about £89, so you've got no excuse not to own the best 3D *Pokémon* adventure ever.

The NOM boys draw... Pikachu

Yeah we can play games, but can we draw? Er... not by the looks of it, no.



Each and every month NOM's staff will be flexing their artistic muscles (or lack thereof) by attempting to draw, from memory, a well-known Nintendo character. Why? Who knows. This month it's the electric mouse better known as Pikachu. Can you do better? Hint: you can. Send 'em in!



■ Rob: hyper potion



■ Mike: glove puppet



■ Dean: animal wrongs



■ Tim: too many Berries

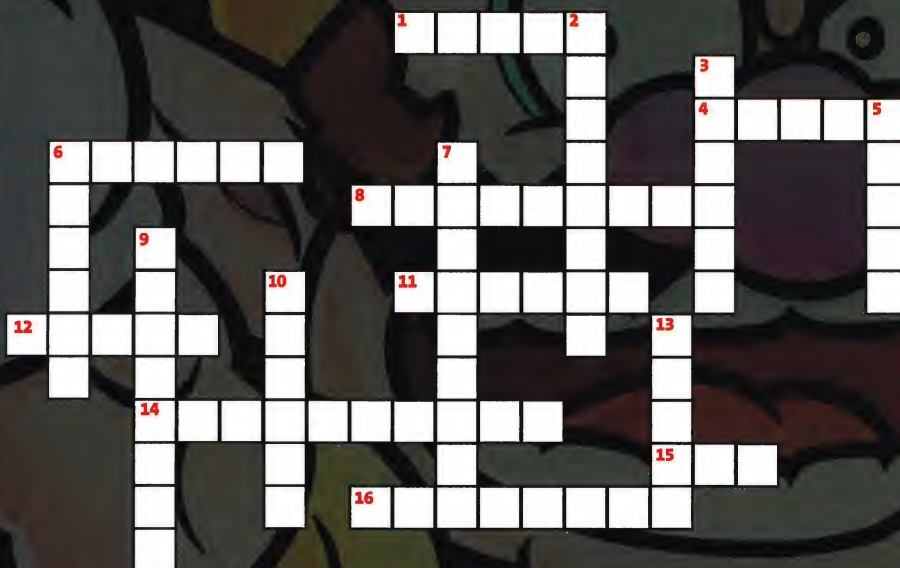


■ Kings: mental issues



■ Dan: red in odd places

It's only the... NINTENDO crossword!



ACROSS

1. Monkeys wear boxing gloves in this *Super Monkey Ball* mini-game (5)
4. Sonic's foxy friend (5)
6. A cat-like Pokémon with a golden coin on its head (6)
8. The weapon that homes in on the leader in *Mario Kart: Double Dash!!* (4,5)
11. The playable psychic Pokémon in *Super Smash Bros. Melee* (6)
12. What is R.O.B. 64? (5)
14. What you pilot in *Kuru Kuru Kururin* (10)
15. Would Yoshi have one of these after laying one himself? (3)
16. The type of adapter that comes free with Pokémon FireRed/LeafGreen (8)

DOWN

2. Is he a bird or a famous skater? (4,4)
3. The tool that touches a DS screen (6)
5. You need this to dig up the fossils in *Animal Crossing* (5)
7. What is the name of the main clubhouse in *Mario Golf Advance Tour* (6)
9. What was the saga Mario and Luigi had to deal with? (9)
10. What relation are Mario and Luigi? (8)
13. The cap Link wears in his latest GBA adventure (6)
15. Mario can plumb them and disappear down them (5)

??? KNOW THE SCORE ???

Which of these beat-'em-ups was a knockout? Match games to score!



A: 75% B: 94% C: 78% D: 76%



HOW WELL DID YOU DO LAST TIME?

NINTENDO KNOW-IT-ALL

1. Purple
2. 1080° Avalanche and Wave Race: Blue Storm
3. 12
4. 50
5. Sonic Adventure 2 Battle
6. 2,500
7. Gunpei Yokoi
8. Frog
9. Stanley
10. 1889
11. ROB 64
12. Four
13. A shark's tooth
14. Tim, Mike, Kingsley, Dan, Dean, Rob
15. Metroid Fusion

HANGMAN

1. Mario Paint
2. Animal Crossing
3. Final Fantasy
4. Ice Climber

5. Red Faction II
6. Killer Instinct
7. Skies of Arcadia
8. Conker's Bad Fur Day

NAME THE GAME

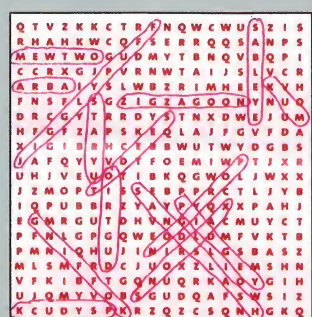
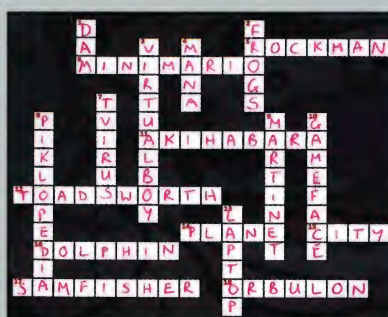
1. TimeSplitters 2
2. Zoocube

KNOW THE SCORE

1. Eternal Darkness - 92%
2. Rocky - 90%
3. NBA Live 2003 - 55%
4. Rocket Power: Beach Bandits - 31%

ODD-1-OUT

PeePee



REMEMBER... ALL THE ANSWERS NEXT MONTH!

THE BIG COMPETITION



Look at this mighty fine haul of *Metroid Prime 2* space swag! Bet you'd be willing to kiss a hungry Metroid to get your hands on this wicked lot, but we've got a safer way. Answer this question!

Prime prizes

We don't often give games a whopping 97%, so you know that *Metroid Prime 2: Echoes* must be one of the best games ever made! Obviously you NEED to get your hands on a slice of bounty hunting action, so this is the competition for you.

For most of you just winning a copy of *Prime 2* would be enough, but we've got the biggest pile of *Metroid* goodies you've ever seen. For starters just take a look at that awesome special edition SP! You won't find that bad boy in ANY shop because it has been designed and painted ESPECIALLY for one of you lucky guys to win, along with a copy of *Prime 2*. But if that wasn't enough we'll also throw in copies of the original *Metroid*, *Zero Mission*, *Fusion* and *Prime*. You'll also get a GameCube, an extra controller and a memory card. Plus, there are five copies of *Prime 2* for runners-up. What are you waiting for?



? QUESTION

What is the other name for Planet Zebes?

- a. Aether
- b. SR388
- c. Earth



ENTER BY TEXT: Write "nomcomp METROID", then the letter of your answer and send it to 83149.
BY PHONE: Dial 0905 053 1101. Answer the question. Leave your name, address and phone number.
BY POST: Send your name, address, telephone number and your answer to: The *Metroid* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.*

ISSUE 145 WINNERS

POKÉMON COMPETITION (MAIN)

- Dan McCulloch, London
- Shane Greensmith, Bradford
- Esen Halil, Bromley
- Tommy Taylor, Sheffield
- Lee Parsons, Gloucester

(RUNNERS-UP)

- Christopher Phuong, Nottingham
- Sheradan Miller, Whitby
- Fiona Bell, Ayrshire
- Ashleigh Hall, East Sussex
- Lucas Hill, London

ANIMAL CROSSING COMPETITION

- Paul Robinson, Chester
- Rhys O' Brien, Aberdeen
- Susan Clarke, Devon
- Matt Wilson, Renfrewshire
- Martyn Hoskins, Bristol

SUPER MONKEY BALL

You're a cheeky monkey in a ball. Eat the bananas and try not to fall off the edge of the world. Great mini-games, too.

MIKE SAYS: "Damn those monkeys are cute, but later levels can be so tough you'll be hurling turds at the walls in frustration like you're in a zoo. Unlikely to be bettered on GameCube."

KINGS SAYS: "If there's a better GameCube game out there for pure and simple arcade fun it's probably only out in Japan and called *Sphere-Chimp-Rolli-Time*."



GAME (cont.)	SCORE	ISSUE	PLAYERS
 Soul Calibur II	94%	133	1 to 2
 Star Wars Rogue Leader: Rogue Squadron II	92%	116	1
 Super Mario Advance	91%	106	1 to 4
 Super Mario Bros. (NES Classics)	90%	142	1 to 2
 Super Mario Bros. 3: SMA 4	92%	133	1 to 2
 Super Mario Sunshine	93%	121	1
 Super Mario World: SMA 2	93%	115	1 to 4
 Super Monkey Ball	92%	116	1 to 4
 Super Monkey Ball 2	90%	126	1 to 4
 Super Smash Bros. Melee	90%	117	1 to 4
 Tiger Woods PGA Tour 2005	90%	145	1 to 4
 TimeSplitters 2	92%	122	1 to 4
 Tom Clancy's Splinter Cell	92%	129	1
 Tony Hawk's Pro Skater 4	92%	123	1
 Tony Hawk's Underground	91%	136	1 to 2
 V-Rally 3	93%	118	1 to 4
 Viewtiful Joe	93%	134	1
 Wario Ware: Mega Party Game\$	92%	144	1 to 16
 Wario Ware Inc. Minigame Mania	93%	129	1 to 2
 Yoshi's Island: SMA 3	94%	123	1

ROGUE SQUADRON II

Blast from planet to planet without all that Prequel rubbish in the way.

KINGS SAYS: "It's as though the god of games crammed my dreams into a tiny little disc."

TIM SAYS: "Mostly class, but the stupid wing-men mean I can't stick it for long."



V-RALLY 3

Hurtle down muddy tracks, avoiding trees and signs. Get to the end first.

TIM SAYS: "If I get stuck in traffic this is my go-to game. It's not illegal is it? Whatever..."

DEAN SAYS: "3D racers on GBA do my head in. It's good, but top-down racers will always win."



BLAST FROM THE PAST...

DUCK TALES



NES

The cartoon may have been a bit dull, but the game features some classic platforming action.

KINGS SAYS: "I loved Scrooge's walking stick so much I ran out and bought one. Well, limped."

TIM SAYS: "Cool platform fun. But it'll never beat SMB3."

REVENGE OF THE GATOR



GB

Pinball games get a Nintendo makeover with dancing 'gators, mini-games and cool music.

ROB SAYS: "I'd rather play this than *Pokémon Pinball*. The ball physics are spot on."

MIKE SAYS: "There's only one table, but *Gator*'s a class act."

PILOT WINGS



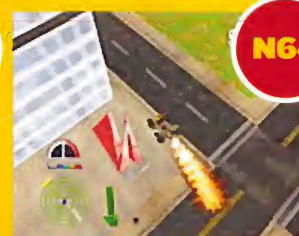
SUPER NES

Years before monkeys learnt to fly, gamers cut their teeth on planes and parachutes.

TIM SAYS: "This is a Super NES favourite and I've wished for a GameCube update ever since!"

DEAN SAYS: "If you could shoot stuff it'd be an all-time classic."

BLAST CORPS



N64

Smash a path for a runaway missile transporter, which will explode if it hits anything.

MIKE SAYS: "One of the most original games I've ever played – it's still really challenging."

KINGS SAYS: "The best Rare game you've never played."



Wario's brain busters

"If your brain was a bomb it wouldn't even blow your hat off. Ha!"

Nintendo know-it-all

Test your brain with these tricky Ninty questions...

1. Who was the first president of Nintendo?
2. When was the original *Legend of Zelda* released?
3. In *Ocarina of Time*, which song warped you to the Spirit Temple?
4. Who is the 151st Pokémon in the National Pokédex?
5. Who is the first level boss in the original *Mega Man*?
6. How many masks are there in *Majora's Mask*?
7. What was *NOM*'s original name?
8. What is Falco's second name?
9. How many Super NES games used the Super FX chip?
10. What is the name of Zoda's F-Zero pod?
11. How many copies of the original *Super Mario Bros.* were sold?
12. What version of *Super Street Fighter II* was released on the NES?
13. Where did Miyamoto get the inspiration for Kirby's name?
14. What is the maximum cart size on the Super NES?
15. What was the first Game & Watch game?

HANGMAN

Can you fill in the gaps to work out the names of these games?

1	_ X _ _ _ _ K _
2	_ _ B B _ _ / _ _ G
3	M _ _ _ _ / _ _ F
4	K _ _ _ / O _ / S _ _ _
5	S _ _ _ _ / H _ _ _ S
6	E _ R _ _ _ _ D
7	S _ _ _ / W _ _ G
8	_ _ P _ _ / _ _ N N _ _

Metroid Puzzle

Samus has lost her power-ups in this word search. Find them quick, before Ridley comes along and eats her.

Z L B N Z C J G D P M C O E F S V G M K
L L A B H P R O M A J D R P O E E S X Z
K X Z H J S B X E E R B F I A L P L N G
P C P I D T V B I N S Y I O U I B R W D
Q H N S C R E W A T T A C K D S M B P L
P L A T T L P F V L Z M B E X S O T U W
E C C Z P I J O F Y A K R S L I B N C X
T H K P O P U S W E I B Y O I M R A K V
J A A B V N I S B E A C N N V R E L G S
T R N S J Q S T A L R G L S Q E W M F U
G G D F O Y H U L I B S R R H P O U R L
T E A G A G O D I E R W U X Z U P B Z C
W B R C I W S O A T V A Y I E S F T M P
H E K L B J B M V V D R V F T F M J D M
P A B M A E B E V A W H U M D H G E H P
H M E N C X H S A T K Q S V C F F U U O
G M A S D S X I X P S C A N V I S O R R
F A M W A N P X U Q Z W A B R Z L S D Q
N Q D J E J I E B C Z W D N E D C P C F
R T O L M E X P S Q B R V F W C K L Q R

- | | | |
|----------------|----------------|-----------------|
| >> CHARGEBEAM | >> PHAZONSUIT | >> SUPERMISSILE |
| >> DARKBEAM | >> POWERBOMB | >> VARIASUIT |
| >> GRAPPLEBEAM | >> POWERSUIT | >> WAVEBEAM |
| >> LIGHTBEAM | >> SCANVISOR | |
| >> LONGBEAM | >> SCREWATTACK | |
| >> MORPHBALL | >> SPIDERBALL | |



ODD-I OUT

Which one of these crazy pocket monsters is NOT a real Pokémon?

- 1 Dugthreeo
- 2 Porygon
- 3 Snorlax
- 4 Gengar
- 5 Spearow

SPOT THE DIFFERENCE



Mike's copied Rob's house in *Animal Crossing*, but he's made some minor changes. Can you imagine spotting all five? THAT would be cool!



Platinum Ticket GET!

■ Do you know what this is? It's an über-special "Platinum Ticket" to the upcoming Touch! DS event in Japan. What does it entitle you to? Have you got one? No? Sorry can't tell you. Maybe we'll tell you next month, after we're THERE to find out!



NINTENDO JAPAN HANDHELD LAUNCH HISTORY

■ The DS will debut in Japan with no less than five first-party titles, the most they've ever launched a handheld with. Compare with previous first-party launch line-ups right now!



Game Boy (April 21st, 1989)
Alleyway
Baseball
Super Mario Land
Yakuman



Game Boy Color (October 21st, 1998)
Tetris DX
Wario Land 2



Virtual Boy (July 21st, 1995)
Galactic Pinball
Mario's Tennis
Telero Boxer



Game Boy Advance (March 21st, 2001)
F-Zero: Maximum Velocity
Kuru Kuru Kururin
Napoleon
Super Mario Advance



THE AD GALLERY

■ Here's the latest in our regular roundup of the best ads from Japanese gaming mags. You know you love them. Let your eyes feel their power...



▲ Mario Tennis GC (Nintendo, GC)



▲ Fire Emblem (Nintendo, GBA)

Akihabara Watch

■ Next month, the streets of Japan will be awash in DS-related paraphernalia, but for now, the Next Big Thing looks to be Square Enix and Disney's Kingdom Hearts: Chain of Memories for Game Boy Advance, due in stores by the time you read this. Does anyone else think Square Enix are nuts for not bringing the original Kingdom Hearts over to GameCube as well? Surely it's a perfect fit!



▲ This is what shop windows in Game Heaven look like



JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	Mawaru Made in Wario	(Nintendo, GBA)
2	Pokémon Emerald	(Nintendo, GBA)
3	Fire Emblem: Seima no Kouseki	(Nintendo, GBA)
4	Famicom Mini: Super Mario Bros. 2	(Nintendo, GBA)
5	Kururin Squash!	(Nintendo, GC)
6	Densetsu no Starfy 3	(Nintendo, GBA)
7	ZOIDS VS. III	(Tomy, GC)
8	Kirby & The Amazing Mirror	(Nintendo, GBA)
9	Paper Mario: The Thousand-Year Door	(Nintendo, GC)
10	Pokémon FireRed	(Nintendo, GBA)

Source: MediaCreate week ending October 17th



The NOM SUPERSTARS

Watch the stars of Nintendo's gaming galaxy come out to play.



Remember TNT? What about Game Selector? Of course you do. Hallowed be their names. They are gone but not forgotten. Not by you lot, at least.

Our complete listing of GameCube software and a

sprinkling of GBA classics was unceremoniously ripped from the mag way back in issue #136. But you screamed. And you cried. And you sent letters with bad words in them. So we jumbled it up and put it back in, well, we put the good ones in anyway.

ETERNAL DARKNESS

Travel time as different heroes fighting evil, learning spells and going mad.

ROB SAYS: "With brilliant looks and a great story it's way scarier than Resident Evil."

MIKE SAYS: "I was so scared I crapped myself and threw my TV out of the window."



MK: SUPER CIRCUIT

One of the best racers ever on GBA. Red Shells and banana skins plus Mario equals classic.

TIM SAYS: "I'm a massive MK fan and playing it on my GBA was the best!"

KINGS SAYS: "Nothing beats the Super NES game. But it's still class."



GAME	SCORE	ISSUE	PLAYERS
Advance Wars	95%	110	1 to 4
Animal Crossing	90%	144	1
Castlevania: Aria of Sorrow	90%	129	1 to 2
Eternal Darkness: Sanity's Requiem	92%	122	1
F-Zero GX	92%	133	1 to 4
Fire Emblem	91%	143	1 to 4
Golden Sun	93%	114	1 to 2
The Legend of Zelda (NES Classics)	90%	142	1
The Legend of Zelda: A Link to the Past	96%	127	1 to 4
The Legend of Zelda: The Wind Waker	96%	128	1
Mario Kart: Double Dash	94%	135	1 to 16
Mario Kart: Super Circuit	92%	109	1 to 4
Metroid Fusion	93%	124	1
Metroid Prime	95%	127	1
Metroid: Zero Mission	93%	139	1
Paper Mario: The Thousand-Year Door	91%	146	1
Pikmin 2	92%	145	1 to 2
Pokémon FireRed & Pokémon LeafGreen	92%	145	1 to 40
Pokémon Ruby & Pokémon Sapphire	93%	131	1 to 4
Prince of Persia: The Sands of Time	90%	138	1

PRINCE OF PERSIA

Run up walls, swing across chasms, slow down time and avoid some of the most fiendish (and painful) traps ever to appear on your GameCube.

ROB SAYS: "This should appear on the national gaming curriculum under 'how to make an all-time classic into something incredible!'"

DEAN SAYS: "Only the horrendous combat system spoils this. It takes a lifetime to get through some of the fight scenes. I DO wish I could rewind time though."



**SPIN,
SHOOT,
SWEAR**



Kururin Squash

PLAYED!



The spinning stick game returns in 3D. Helicopter you say? Ha! You've fallen for their LIES. They're just saying that so it doesn't drown your brain in weird. How can it be a chopper? The rotors don't spin quickly enough to keep it airborne. **THINK FOR YOURSELF, MAN!**

Do you care? The original GBA *Kururin* made ripples smaller than an atom dropping into the sea. Those who played it realised it was perfect anyway. No need for polygons here. Move along. But those who played it were wrong. *Kururin* cries out for analogue control and *Squash* on GC makes the GBA ones look like *Monkey Ball* on GBA. Good, but actually sort of crap.

Let's recap: this is a game where you move a

spinning stick through thin passages. If you smack the walls too much, you die.

Kururin Squash is glorious. It's colourful, crisp, controllable AND Christmassy. It lets you set fire to a giant snowman with a flamethrower. It lets you shoot lasers at Space Bees. It lets you punch stuff with the most satisfying smack since *Soul Calibur II*. *Squash* has classic twisty *Kururin* levels, but it also has new, tooled-up sticks. Fighting sticks. The perfectly designed levels let you guide the stick a few feet further each time. And the boss levels will blow your mind.

There's this fish thing, right? And a load of spiky pillars. Oh, obviously you're in a giant whirlpool and you're the Scuba Stick. You can dive underwater for a few seconds. The fish

goes for you, you move, it nuts the spikes.

Easy. Except each impact sends a load of mines splashing into the water. So in the end, you're battling the swirling current, ducking mines bobbing on – and below – the surface AND trying to not get butted by this big scaly asspiece. The GBA games were just a spinning stick trying not to smack off walls.

The single-player game is short, but burns brighter than 90% of stuff pressed to a three-inch disc this year. The multiplayer Race and Battle modes are insane. You make the sticks fight in arenas. Great. You make four sticks race through a twisty obstacle course in split-screen. Genius. You can interfere with the other players and as your eyes soak up kiddie colours your mouth vomits very adult abuse.



Big in Japan



reporter John Ricciardi

● Japanese DS games ● Nintendo history ● Akihabara

Nintendo DS Japan Launch Blowout!

Nintendo prepares to go to war with Sony in the motherland.

■ Nintendo is gearing up for one of its biggest launches ever in Japan, where they'll be unleashing the Nintendo DS on December 2nd, a mere ten days before Sony's competing PSP arrives in stores as well. With 12 titles set for day one and over 150 others already in development, the DS already looks primed for success.

The hardware itself will retail for ¥15,000 (about £75), with games ranging from ¥3,800 to ¥4,800 (about £19 to £25). *PictoChat* is

included (just like the US version) and the package comes with two touch pens (Nintendo-speak for "styluses") and a carrying strap. Sadly, the Japanese pack doesn't include any playable demos.

Nintendo is expecting to have 300,000 units available on day one, with an additional 700,000 before the end of the year. Will it be enough to meet demand? Not a chance. But it should make for an exciting holiday shopping season for Japanese gamers.

JAPANESE LAUNCH LINE-UP REVEALED!

■ The DS will launch with a dozen games on December 2nd, which gives us

just under a month to come up with a whole lot of spare yen. Donations gladly

accepted. Send them to the usual address if you like.

Chokkan Hitofude (Nintendo)

A simple puzzle game where you use the touch pen to perform various tasks like tracing a line of one colour without lifting the pen.



Sawaru Made in Wario (Nintendo)

Our most-wanted DS game by far. All of *Sawaru* ("Touch") *Made in Wario*'s mini-games require using either the stylus or the internal mic.



Kimi no Tame Nara Shineru (Sega)

Known as *Feel the Magic: XY/XX* (ugh!) in the US, this belter lets you take part in various bizarre (but fun) mini-games.



The Urbz: Sims in the City (EA)

A port of the GBA game of the same name, with some extra features and DS-exclusive mini-games. Perhaps the least exciting game in the batch.



Daigassou! Band Brothers (Nintendo)

Link-up with other players and each take up one instrument to play songs. Known as *Jam with the Band* in the US, it was developed for GBA.



Super Mario 64 DS (Nintendo)

Same as the English version, only with more squiggly, incomprehensible text. Relive the N64 classic on the go with up to four players! A must!



Mahjong Taikai (Koei)

This is mahjong. Slightly more exciting than most of Koei's historical sims, but still a snoozer compared to the other games.



Zoo Keeper (Success)

Oh crap, zoo animals are loose in the city! Put them back where they belong by linking-up three adjacent squares of the same type in this block puzzler.



Pokémon Dash (Nintendo)

Race around overhead-view tracks by shoving Pokémon around with the stylus, trackball-style. And link-up with GBA *Pokémon* games.



Kenshuui Tendokuta (Spike)

You gotta love the Japanese. Where else can you find a game where the goal is to build medical records for patients and perform surgery.



Mr. Driller: Drill Spirits (Namco)

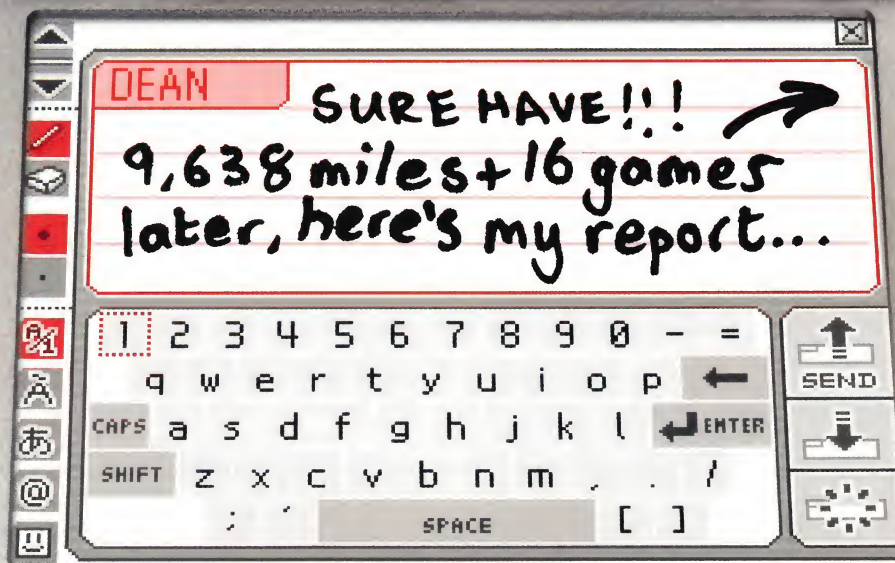
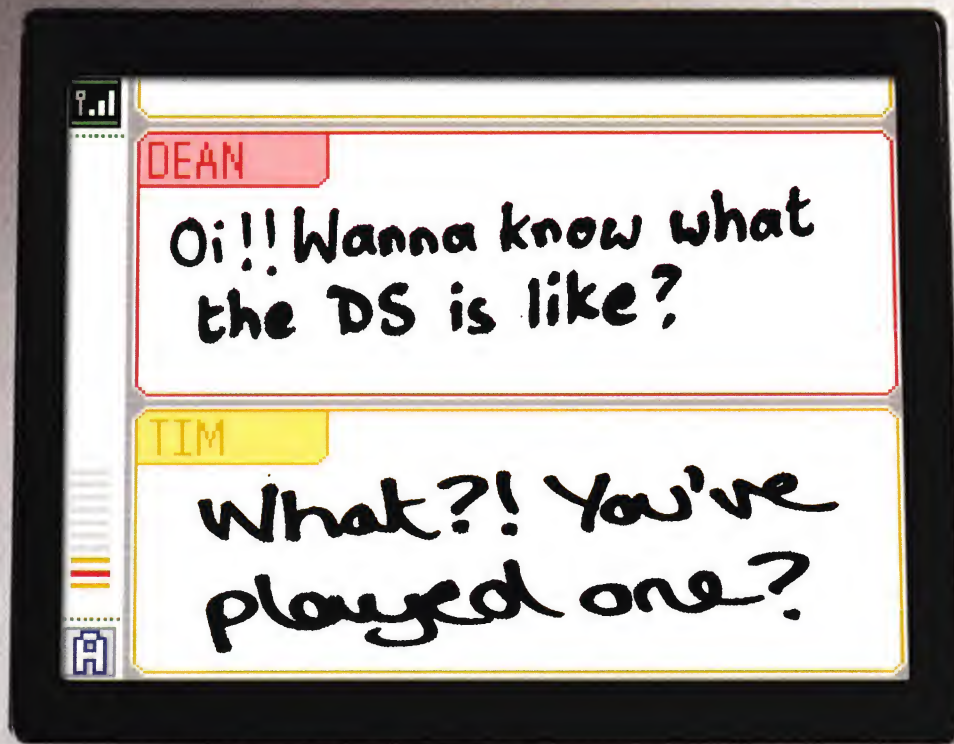
The coolest puzzle game star this side of the fairies in *Panel De Pon* is back and this time you can drill him two screens deep!



Zunou ni Asekaku Game Series! Vol. 1: Cool 104 Joker & Set Line (Aruze)

This card-based board game from slot machine kings Aruze is labelled as "intellectual strategy". Woo!





まわる メダインワリオ

GAME BOY ADVANCE
ゲームボーイアドバンス



mawaru made in wario

CERO
全年齢
全年齢対象

● 1人用
● まわる瞬間アク

**TWIST
AND
SHOUT**

Mawaru Made in Wario

PLAYED!

People that don't play games are hilarious. You give them a joypad and as they're turning a corner in a racing game they tilt the pad and start moving it sideways in the air like it's going to make a difference. How stupid do they look!? About as stupid as we do now playing *Mawaru Made in Wario*.

It's the *Wario Ware* you know and love with a twist, literally. You actually twist the GBA in your hands to play the mini-games. Or rather, you rotate it and sometimes press **A**. It takes a special kind of maniac to come up with an idea for a game like that and a special kind of genius to make it work so flawlessly.

The fun begins even before you start one of the fresh mini-games as selecting an option from the menus is totally new. You twist the GBA and it feeds back little rumbles and clicks. It takes precisely zero time to adjust. It's totally analogue and totally intuitive.

There are 200 all-new micro-games here to blow your mind, including some amazing reworkings of Nintendo classics. You'll rotate to shield-block attacks from Octorocks in *NES Zelda* and play an amazing circular *Super Mario Bros.* that will blow the mind of any Nintendo fan. You'll rotate golf courses so Mario's chip lands on the green and tilt *Morph Balls* onto power-ups. It's more than cool.

You also get to play *Wrecking Crew* from a top-down view, dodge a shower of yams in *Kid Icarus* and get a close-up view of an Ice Climber taking his mallet to a bear.

Practically every time you play you unlock new standalone mini-games. Some are pointless and just let you make a noise, others are ferociously competitive like the *Ski Jumping*. Current *NOM* record is 247m by Kingsley the Cheat. Have that!



1. Shave off the stubble with smooth strokes



2. Wiggle the duster like mad so the cat reacts



3. Control the arm! Up, down. Shovel in the food!



4. Dip the GBA to set the sun and bring up the moon



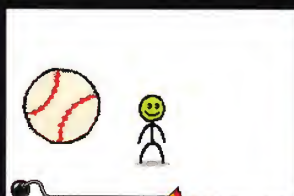
5. Twist so the spaceship weaves between the asteroids



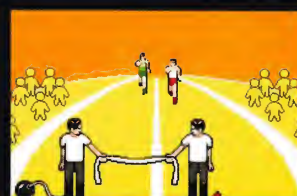
6. Tilt the GBA to slash the samurai as they appear



7. Shift your pack so the hand grabs the crap card



8. Tilt the GBA to duck the head so the balls don't hit it



9. Move the finishing tape so the winner breaks it



10. Dip the GBA to stay synchronised with the others



11. Rotate the GBA to bring the object into focus



12. Spin the plate and wash all the filth off

SUPER MARIO 64 DS

The 'director's cut' of the best game ever. Five out of five! ↗

This has transformed from a bit of an ugly duckling at E3 to the perfect Nintendo DS launch game. Remember how Nintendo handled their Super NES to GBA Mario ports? Ancient history. This is the director's cut of *Mario 64* and then some.

You play as Yoshi this time around. Just take that in. Yoshi can do his little hover jump, lick up enemies and produce eggs out of his ass. You come up from the pipe outside the castle and there are a ton of coloured rabbits bouncing around. We wondered why they were there. But get into a level and

you touch the screen to choose who you want to start as. Mario, Bob-Omb Battlefield, Big Bob-Omb On The Summit.

Mario can go SUPER now. He grows massive and kicks the cannonballs that roll down the hill like they're footballs. The D-pad control takes some getting used to, but the camera controls formerly on the C-buttons are now on the touch screen. Scaled down like this, *Mario 64* looks beautiful. It's pin-sharp compared to the blurry N64 game.

Get hit and you revert to being Yoshi. Grab one of the coloured caps in the level and



■ Do not adjust your magazine. Yes, you do play as Yoshi now



■ Luigi's new patio was going down nicely until one slab rebelled

you can be someone else again. Green cap gets you Luigi and his cheating floaty jumps. Yellow is Wario, the human battering ram. You'll finish levels in imaginative new ways with the three new characters. Your reward is 50



■ They've only put in NEW POWER-UPS like Floaty Mario!

all-new Stars. Yes, another 50% on top of all-new 3D Mario goodness.

There are also 36 stylus-only mini-games that will take over your life. These range from sorting red and black Bob-Omb's into pens before they explode, to mincing your brain playing a Mario version of *Where's Wally?* and sketching trampolines to spring Mario up onto the top screen and through rings. We were hooked. These mini-games are so ace, they're worth the price of the game alone. This is the launch game you must have, no question.

POKÉMON DASH

Run, Pikachu, run! Run until this game starts to make sense!

Pokémon WHAT?! This was a bit of a surprise. It works like this. Pikachu needs to run between these Poké Ball markers on the floor. If the



■ Survey the level from above

'why' was explained, we missed it.

You get a pointer to show you where to go and you scratch the screen in that



■ Drop down and start dashing

direction to make him scamper. It plays like a trackball game without the trackball.

Early on, you can basically scamper in whatever direction you need to go. It's basic, but a wireless multiplayer mode would give it that *Track and Field* intensity as you mash your precious DS into submission.

Later levels require a bit of Pika orienteering, as large bodies of water block the path to your goal.

Sometimes you can run, but

sometimes you have to fly.

Hit a balloon marker and up you go. Suddenly, it's like you're playing *Pilot Wings*. You can see the stage from the top down and float to where the target is. Pika bails out of the big Pikachu balloon and plummets to the ground strapped to two smaller balloons. You can pop them with the stylus to make him fall faster and speed your time. You can't land him on trees though. That kills him.

POKÉMON

OFFICIAL
MAGAZINE™



ISSUE #2 IS OUT
SOON! IT'S
THE ONLY
PLACE FOR
ALL THE GAMES,
THE CARDS, THE
TV AND THE
TOYS. DON'T
MISS OUT!

ONLY IN
POM #2! HOW
TO CONQUER
SEVII ISLANDS
AND CATCH
EVERY SINGLE
LEGENDARY
POKÉMON!

LOOK HERE!

3
**FREE
GIFTS!**

1 WEAR IT!

5 COOL POKÉMON BADGES



2 MAKE IT!

YOUR OFFICIAL POKÉMON
3D SQUIRTLE MODEL



3 STICK IT!

MASSIVE POKÉMON
CALENDAR 'N'
WALLCHART -
CHECK
'EM ALL
HERE!

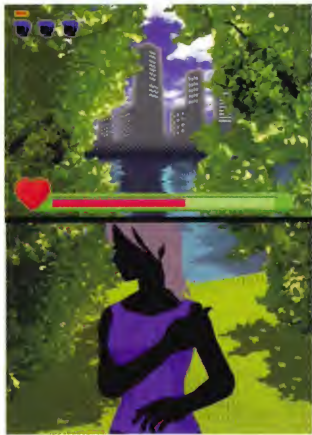


On sale December 2nd
THE ONLY MAGAZINE FOR ALL POKÉMON FANS

FEEL THE MAGIC: XY/XX

Why not use the Japanese name? What's wrong with these people?

I Would Die For You. What a brilliant name for a love story game. It's usually Japan that gets the crazy, unworkable game names, but what the hell is *Feel The Magic: XY/XX* all about? The simple Japanese name is infinitely better.



■ You're in the park. She's got muddy. Who knows why? Clean it off, but don't bruise her

The game deserves not to be saddled with such an awful nametag. For a start, it's one of the best looking games on DS. It uses both screens properly (not using one as a map, for example) and stylistically it's amazing. Have a look at the



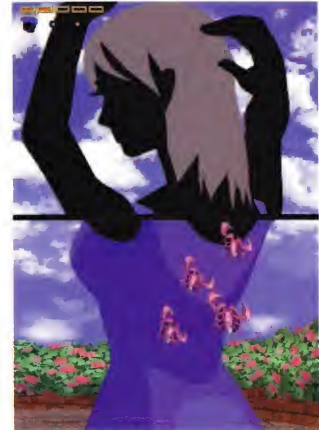
■ Grab the right ring to stop her looking like something out of a Japanese horror flick

screens; it's a total departure from the rest of the line-up.

Stage one on the demo was rubbing the girl. She has mud on her and you have to gently scrub it off with the stylus. Rub too hard and she freaks out. Then, for some reason, you're helping a man puke up goldfish. They're inside his stomach and you rub them upwards so they head back up his throat and he pukes them up on the top screen. Insane, but awesome.

Next, there are five guys at the bottom of the screen. Candles appear and you flick forward from each guy to puff some air to blow out the candle. Rub too much and they get puffed out.

The final stage has you defending your sweetheart from a herd of stampeding bulls. They're not so tough though, as a simple jab of your mighty stylus sends each bovine packing. Until you get to the screen-filling DADDY



■ A lady's back is no place for a bunch of scorpions. Get them off the skirt, quick

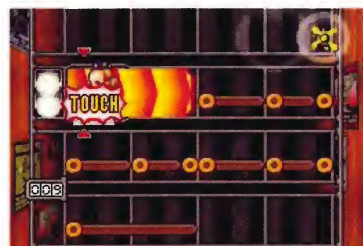
BULL, that is. He needs a bit of talent to see off.

The final game also incorporates mic-controlled games and a bit where you pick scorpions off a girl. How awesome is that? Sonic Team, consider yourself redeemed.

JAM WITH THE BAND

Hits a bum note.

Touch input and rhythm action. A match made in heaven? Hardly. Nintendo's tap-to-the-beat game was disappointing. The way the notes scrolled along made it impossible to hit beats unless you already knew the song. The Mario Theme was the only one we knew. The idea is that a group of people get together and jam away. It's that togetherness that makes it worthwhile. In single player, all you do is hit **A** a lot and occasionally touch the screen. Not fun.



■ We won't be ordering this game

TIGER WOODS PGA TOUR

Double bogey.

You'd think a golf game could go to the next level with touch control, but this is firmly in the rough. The golfers and courses look sweet, but the swing is a missed opportunity. All you do is run the stylus around a J-shaped power bar. The straighter you do it, the straighter the ball goes. It feels amateurish. The putting is really imprecise too and it's begging out for some proper analogue control. You know, move the stylus back and forward and watch the club move on the screen. Needs work.



■ Ropy swing meter not pictured

MADDEN NFL 2005

Not for us limeys.

"Can you use the touch screen to sketch your own patterns? Make your own cool little plays, like?" we asked the man from EA. "No. The players run signature plays. That'd be like making Beckham do a Zidane kick!" That didn't make sense to us. Instead, you touch the screen to pick your formation. The action looks nice on the top screen, but zoom out and it's tricky to move with precision. At least they didn't try to over do the touch features with touch passing or anything.



■ FLAG ON THE PLAY! Or whatever

PRESS RELEASE

Nintendo®

FOR IMMEDIATE RELEASE

CONTACT:
GOLIN HARRIS
Julia Roether
Eileen Tanner

MARIO, MADDEN NFL, THE URBZ AND MORE READY FOR NINTENDO DS LAUNCH

*DS Changes the Rules: Players Control Games with Touch or Voice,
Monitor Two-Screen Action, Compete Wirelessly with Others*

REDMOND, Wash., Oct. 7, 2004 – Imagine using the touch screen of Nintendo DS™ to call a secret audible at the line of scrimmage when your wireless opponent threatens a blitz. Is your Sim feeling blue? Redesign her apartment or create a pet with the touch of the screen. Can't find that last star? Use the second screen to track down your nemesis in the vast worlds of *Super Mario® 64 DS*.

From Mario™ to Madden and *The Urbz™*, familiar characters and dynamic franchises will dominate the launch season for Nintendo DS, while allowing fans to play their favorites in entirely new ways. In the first 30 days of system availability, thanks to third-party publishers, players can enjoy 10 to 12 DS games.

GETTING TOUCHY

First-ever hands-on impressions of the final DS hardware.

The DS was open on the table and switched on when we arrived. So obviously we switched it off and flipped down the lid. The lid folds down a lot more easily than on the GBA SP. It clicks into position when you get it most of the way back, but you can also fold it further so it looks like you've broken it.

Power up and "Nintendo DS" appears on the top screen. Some boring safety text appears on the bottom with the flashing message "Touch Screen to Start". It was at this point we realised we had a stylus to find. So the DS was duly flipped over. It's a lighter machine than we thought. Heavier than the SP, but lighter than the classic Game Boy loaded with AA batteries.

The stylus is housed in a slot at the back of the machine. It clips in tight and it's never falling out of there. Having bitten our nails right down earlier that day worrying about *Madden* and *The Urbz* as launch titles, we had to use a quarter to flick it out. Or a dime, or whatever. It really flew as well, right up into the air. But hey, we're in.

The touch screen is SO sexy. It's absolutely precise at all times. Whether you're tracing careful lines or giving it a serious hammering, there are never any delays or mistakes. We noticed there's a protective plastic sticker over the touch screen, presumably to stop any marking. The graphics on both screens are crisp and clear thanks to a pair of cheeky backlights.

We're not sure about the D-pad on the DS, though. It doesn't feel as robust as the one on the SP. Maybe it's because the prongs on the cross are longer. If that makes sense. The **A**, **B**, **X** and **Y** buttons feel a little on the small side, too. There's room for them to be Super NES

button-size and at that magic jaunty angle. The shoulder buttons are a massive improvement on the E3 prototype, too.

We found ourselves propping the DS on the desk when playing stylus and D-pad dependent games like *Metroid Prime Hunters*. We're sure the unit is light enough to be supported just with your hands, but that's what felt comfortable. The carts pop in and spring out nicely. It's a very sexy piece of kit.



THE PRELUDE

Rob Burman looks like a man whose dreams have been crushed. It's 1pm UK time on October 7th and he's on the phone to Dean in America. "I can't sleep. It's 5am. Somebody's put a press release under my door about the Nintendo DS and there are only three launch games on it – *Mario 64*, *Madden* and *The Urbz*. What's going on?!"

So began Dean's US odyssey. Jet-lagged and incredulous at a press release that was naming an American football title and a game where you have to have the right haircut to impress people as the stars of this amazing new console's launch. In four-and-a-half hours time, Reggie Fils-Aime had some explaining to do...

"You want great games, new experiences and great value," explained Nintendo marketing guru, Fils-Aime at the conference. Yeah, sounds alright.

"The DS drives creativity and excitement." What about the games? "The DS is the road map to the future." Let's see you back that up. "We've already said battery life is comparable to the GBA SP," adds Reggie, before taking a swipe at Sony's PSP.

"This is Nintendo's best launch portfolio ever," he claimed. We were then treated to some amazing demos of the launch games that got our mouths watering. Oh, and some EA games. *Super Mario 64 DS* has come on massively since E3 and *Hunters* plays like a classic PC FPS. Apparently Reggie's favourite DS game is *Spider-Man 2* which, as we'd find out later, would see him crossed off the 'knows about games' list.

"We have 17 titles for you to play across the hall and..." We were off before he'd finished that sentence.

PING PALS

It pongs. Ha! Ha!

Surely the basic test for any DS game design is this: Is this game basically the same as something that's already embedded into the machine for free? If the answer is yes, screw up that idea and think of something else. *Ping Pals* is a game that lets you chat to any of your buddies who are in wireless range. Draw little pictures for them and stuff. Oh no! Now you see the problem. Except *PictoChat* doesn't let you make a little face for yourself! Or trade hats with other players! Nice one, *Ping Pals*. A crushing waste of time.



■ Copying a free game = not clever

SPRUNG

Learn to flirt, loser!

We thought this game was a joke at first. It's a pulling simulator. There's a person on the bottom screen with breasts. There's a man on the top screen without breasts. Or at least, they're small enough that you can't see them through his shirt. You click on lines of text to make the people talk. Click the right lines and they get it on. Go wrong and you start again. With the same lines of text. That's the whole game, seriously. We told the guy this game would surely never be released and it looked like he was going to cry.



■ Think she's fit? SHE'S NOT REAL

THE URBZ

Zzz... zzz... zzz... zzz...

We have to come clean here. We didn't play *The Urbz*. It looked so tedious that it might actually be fatal. We figured that if the lady from EA doing a ten-minute presentation on the game couldn't make it look fun, then neither could we. There was some extremely long-winded touch functionality where you had to extract DNA from a piece of amber to make a dinosaur and the graphics were disappointingly GBA-like. This is a game, let's not forget, where getting the right haircut is a winning move. We prefer, you know, actual gameplay.



■ "Help! We're trapped in *The Urbz*!"

RIDGE RACER DS

Racing? Check. But we didn't see a single 'ridge' the whole time.

We saw this one coming. As soon as we heard a *Ridge Racer* game was coming to DS, it was obvious how Namco was going to use the second screen. A touch steering wheel. How did we know? For the PlayStation *Ridge Racer* games, Namco

released two bespoke joypads that twisted and spun like steering wheels.

We couldn't get on with touch steering. *Ridge Racer* demands precise control as you throw the car sideways through tunnels and we kept hitting walls. The digital



■ Touch steering? Hmmmm...



■ Winning makes for dull pics



■ When you see the red trail of that brake light, you'll be in love

control was far better and we were soon powersliding like it was 1995 all over again. The game itself is based on a port of the undervalued *Ridge Racer 64*, and it looks great and moves extremely quickly. 60 frames a second? Must be pretty damn close.

The screens don't look great though, do they? That blockiness on the roads and all. But trust us: *Ridge Racer DS* is poetry in motion. It looks fantastic. On that screen and at that speed, it looks every bit as sexy as the original arcade games.



■ The in-car view: for real men

Nintendo isn't selling the DS on its graphics, but games like this and *Metroid* look amazing. You're embarrassing yourself if you pass judgement on this machine's visuals before you see it in motion.

METROID PRIME HUNTERS: FIRST HUNT

Hands down, the best freebie since *Tetris*, or oxygen, or sunshine...

There's a damn good reason Nintendo is letting every DS owner play this game for free: no previous handheld First Person Shooter comes close to the control you get in this game. In fact, no GameCube FPS controls as well as this.

All the action takes place on



■ Move stylus around on here

the top screen, but using the bottom screen is nothing short of genius. There's a map on there, as well as little buttons to turn Samus into a Morph Ball and the like. But running the stylus across this screen makes Samus look around. You tap the screen to jump, move with the D-pad and fire with the left shoulder button. It's an absolutely perfect control system.

It's got all the precision of playing a PC First Person Shooter with a mouse and you can quickly get into the swing of things. Soon you're leaping off jump panels, spinning in the air and tracking a Metroid

across the screen with laser fire before you've even hit the floor again. Amazing. As a consequence, the lock-on system of GameCube's *Prime* goes in the bin. You just don't need it anymore.

We enjoyed the deathmatches on this more than on *Metroid Prime 2* and the single-player modes were fun, too. These basically train you up for the main action of the deathmatch tournament. Regulator is a single-player mission in the *Prime* mould, whereas Survivor has you dodging and strafing in rooms full of predatory Metroids. You keep gunning away until you're

overwhelmed and it really sharpens you up for a dogfight against humans.

Then there's Morph Ball mode, which seems like it's in there just to show Sega how perfect *Super Monkey Ball* would be on DS. Using the stylus, you guide the morph ball through a series of ducts, picking up glowing blue orbs as you go. There are pits to avoid and excellent ball control is essential. It's a time trial basically and you're looking to get to the finish line without missing an orb. The control is so great it's obvious that AiAi would be right at home on DS.



■ Trust us, it looks infinitely better in motion. You will be stunned



■ The stylus gives you better ball control than Cristiano Ronaldo

MR. DRILLER: DRILL SPIRITS

Longscreen. The perfect *Driller* display.

Our worry for the opening round of DS titles was that touch functionality would be forced into games that really wouldn't suit it.

Ever played a *Mr. Driller* game before? All that frenetic downward motion? Now imagine having to 'pop' the blocks with the stylus to

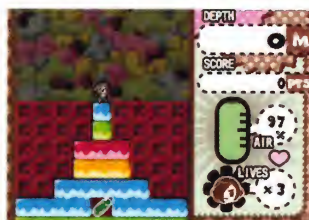
drill down. Sorry, we can't have that. It's not right. It works while the going is sedate, but as soon as the action hots up you're dead.

Reverting to classic abuse of the A button, this is killer *Driller* action all the way. It's all drawn in the same beautiful style and we didn't spot any slowdown even when the chain reactions really started going berserk.

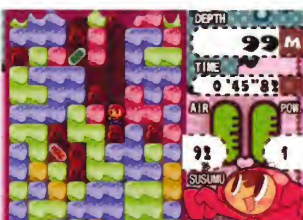
A new play mode for this DS version is Pressure mode. You can see a giant drill on the top screen and it's chasing you down the well. Your eventual death is inevitable, but it's a thrilling chase all the same.



■ That thing's gonna kill you



■ Your stylus ends all blockages



■ Look! A new red canister!



LIGHT AND DARKNESS ARE IN ALL THINGS. MASTER BOTH. KAIJUDO

デュエル・マスターズ
DUEL MASTERS

TRADING CARD GAME

SHADOWCLASH OF BLINDING NIGHT

GAME SUPPORT LINE: 08457 125599 • EMAIL: [WIZARDS@HASBRO.CO.UK](mailto:wizards@hasbro.co.uk)

WWW.DUELMASTERS.COM/UK

Duel Masters, the Duel Masters logo, and characters and their distinctive likenesses are ™ & © 2004 Wizards/Shogakukan/Mitsui-Kids. The Wizards of the Coast logo is a trademark of Wizards of the Coast in the U.S.A. and other countries. CARTOON NETWORK and the logo are trademarks of and © 2004 Cartoon Network. "PS" and "Playstation" are registered trademarks of Sony Computer Entertainment Inc. Game Boy Advance is a trademark of Nintendo. © 2004 Atari, Inc. All Rights Reserved. Manufactured and Marketed by Atari Europe SAS



out now!

COMING
SOON ON

ATARI

GAME BOY ADVANCE

PlayStation 2

Catch the
Action On

IN ASSOCIATION WITH
TOONAMI
FULL FORCE ANIMATION
www.toonami.co.uk

YOSHI'S TOUCH AND GO

The artist formerly known as *Balloon Trip*. Now green and scaly.

Very few of the tech demos we saw at E3 in May had the potential to become full games. Mini-games, sure. But *Balloon Trip* was an obvious candidate and the opening stage is a direct lift from that early version we saw in LA.

Baby Mario is falling through the sky. Using the stylus, you can sketch clouds on the lower

screen that guide him away from various enemies and through lines of gold coins. He's never actually on the screen you're working on, so you have to plan ahead. You have to see him walking along clouds before he does. It's a brain-bending leap of gameplay and it takes a while to adapt. But you'll adapt 'cos you'll love it.



■ Tap the screen to throw eggs



■ Make a slide from clouds



■ No idea what the blue coin is



■ Steer Mario away from mines

But it's when Baby hits ground level and lands on Yoshi's back that we see what's new: a side-scrolling level in the vein of *Yoshi's Island*. Yoshi trots along on his own and you've got to keep him from harm. Pit ahead? Draw a bridge over it. Bats attacking? Draw a bubble around them and pull them towards Yoshi

for him to pop. Tapping on Yoshi makes him jump and double tapping in the sky makes him throw an egg in the direction you've indicated.

The thing we don't like right now is the art style. It's very clean and looks dull next to the crayon stylings of *Yoshi's Island* on the Super NES. It doesn't even look all that Nintendo-y.

ASPHALT URBAN GT

That smell? It was my asses fault.

The golden rule of racing games is that the accelerate and brake buttons must be together. So you can rock your finger back into the brake and release it with the top of your finger still with the pedal to the metal. Here, they are on **V** and **A** which are OPPOSITE each other.

But the game itself looks pretty tasty. It's not quite as breakneck as *Ridge Racer*, but there's more traffic on the streets. It's a *Need for Speed* type affair, weaving in and out of lorries and trying not to hit parked cars. We don't know if the five-o ever chase you. They probably realised we were *NOM* and any pursuit would be futile.

The lower screen is for a map. We sort of missed the touch input on this game, but that's cool. Developers



■ Don't look at the map while driving. It's a £100 fine and five points on your licence

should have the balls just to use the second screen and not wreck their game with touch features that don't fit.

SPIDER-MAN 2

Jeez, Reggie, play a good game.

Spider-Man 2 is a 2D platformer rendered in that mock 3D that used to fool the PlayStation kids that they were playing something good. Spidey moves really well, sticking to any surface and flinging himself around nicely on web lines. You've got to be all over the walls and ceilings to get hostages out of burning buildings.

The touch screen? That's split into a load of different buttons so you can select special moves on the fly. It's not genius, but it shows there's never an excuse for running out of buttons on DS – you just make more.

And this is Reggie Fils-Aime's favourite Nintendo DS game? It's nowhere near as good as *Ninja Cop* on the GBA in the swinging stakes. And we could name, ooh, ten

better games on show in Seattle. How can he like this better than *Mario* and *Metroid*?! Get some *Yoshi* platform action, Reggie – that'll put you straight.



■ Eight ways to crock Doc Ock



SUPER MARIO NEWS

THE MUSHROOM KINGDOM DAILY NEWSPAPER

ANYDAY, NOVEMBER 2004

Angry Ape Steals All Mini-Marios

Donkey Kong on the run - "I'll get him" says Mario



"We had just finished packing Mini-Mario toys in boxes for worldwide delivery when Donkey Kong rumbled in and stole all of 'em!" said a shocked eyewitness about this year's biggest heft. "I'ma gonna get every single Mini-Mario back!" swears Mario. Find out more facts about the cheeky thief and Mario's revenge in Mario vs. Donkey Kong for Game Boy Advance.



+++ SPORT NEWS +++ TICKER

PLUMBER WINS TROPHY!

Mario Best in Golf Tournament



"It's a no problem, it's a easy! I just a hit the little ball with the club into the hole, innit," a real confident Mario said after having beaten the golf elite of Mushroom Kingdom in yesterday's trophy. Asked for his winning formula, the new champ explains: "I play Mario Golf Advance Tour on my Game Boy Advance after shift at work is finito, that's all."

Nintendo

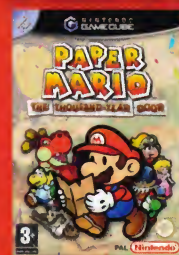
SUPER MARIO BALL



MARIO GOLF ADVANCE TOUR



PAPER MARIO
THE THOUSAND YEAR DOOR



MARIO VS. DONKEY KONG +
MARIO LIMITED EDITION PAK £89.99*



MARIO KART PLATINUM PAK FOR £79.99*



WARIO WARE DS

Touch screens were invented for this game. That seems obvious now.

Wario Ware on DS is totally brilliant. We knew this back at E3 and we're even more certain of it now. We've seen an absolute ton of awesome mini-games now and each and every one uses the stylus for the quintessential Nintendo DS experience. We'll just run through a few to get your mouth watering.

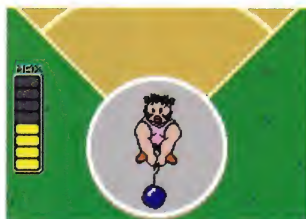
The explode the fireworks game from the original is in, but you jab the rockets to make them explode. There's a statue on a rope peeing out water and you have to

grab him with the stylus so the arc of liquid puts out a fire. Another statue is covered in cement that you have to peck away at it with the stylus. Pop balloons. Pull all the tissue off a bog roll with frantic strokes.

Rapidly click the end of a mechanical pencil until all the lead has fallen out. Poke cats in the face as they slide out of holes. Grab hold of a match and strike it on the box in one long controlled stroke – rubbing it like a maniac won't work. Manually



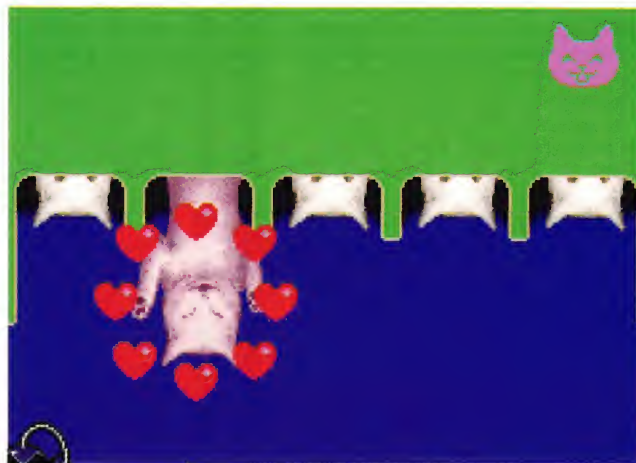
■ Please wipe stylus after use



■ Transvestite hammer throw



■ Give your DS the fashionable 'melted look' by using real matches



■ Poking real cats in the face is wrong and may result in your death

rotate a three-sided box to free the animal trapped inside. Play the classic GBA nose-picking game by hitting the tiny **A** button on the on-screen GBA with the stylus. <Gasp>

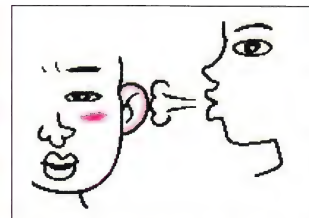
Pluck a hair out of some skin by gripping it in the right place and giving it a yank. Saw the rope holding a cage in the air to trap a marauding goose. Keep a plate spinning on a long stick. Flick coins into a purse. Throw a hammer by rotating the stylus to build up speed

and then launch it forward with a skilful flick. Mark a maths exam paper. Chop vegetables. Draw a line to separate fruit into groups.

Basically we could have sat and played this all day. In fact, only a few weird games stopped us. Two faces appeared... and then what? The stylus did nothing. We were stumped. Then we overheard someone say you had to blow into the DS's mic to make one guy blow in the other guy's ear. That's genius. That's *Wario Ware*.



■ The top screen is happy now



■ Simple, absolute genius

THE FINAL WORD

NOM gives it to you straight. Read it and weep...

At E3, we were super-excited about the possibilities for gaming that the DS would open. Now, we are seeing these possibilities come to full, beautiful fruition. *Super Mario 64 DS* was the big surprise for us, with Nintendo pulling out all the stops to shoehorn in new gameplay. The mini-games were as compulsive as most of the other full products and the prospect of 50 new stars to find has us literally trembling with excitement.

Metroid Prime Hunters is amazing because it offers a degree of control no

other handheld First Person Shooter can come close to. The touch panel opens up new gameplay, but also new and better ways to play familiar games. The third-party offerings from outside Japan were pretty disappointing, but they've been working blind. The Seattle event was the first chance they got to see what everyone else was doing and that can only provide inspiration for the future.

With the UK launch a few months off, Nintendo has the opportunity to sort the wheat from the chaff and cherry pick

the games that really show off the unique experience of playing Nintendo DS. We defy anyone to spend time with the likes of *Feel The Magic* or *Wario Ware* and not be completely charmed.



Delusions of grandeur

Oh no! They've put Burman in a game!

While trying his hand at *Future Perfect*, Rob was asked if he could help out Free Radical: "Hey Rob, do you mind doing us a favour while you're here?" Rob: "No! Unless it's heavy lifting." "Actually we want to record

you screaming as though you've been shot." What Rob wasn't expecting was that they would actually punch and kick him to make the screams. So, when *Future Perfect* hits the shelves listen out for the henchman who

shouts a bit like a girl when you shoot him – that'll be Rob. Anyway, it got Rob thinking about what other games he'd like to star in. Here's the result of those three days of solid thought. Warning! This is twisted brain-rot.

SUPER BUST-A-BURMAN



❑ We'd like to fire Rob out of a cannon, but this is just weird

BURMAN BONGOS



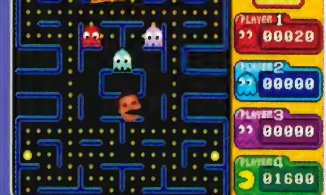
❑ Thought banana chickens were odd? Look at Burman Bongos!

BURMANIMAL CROSSING



❑ We rated *Animal Crossing* 90%, but this scares us quite a lot

PAC-(BUR)MAN



❑ Rob's brain does this after he eats too many yellow Skittles



❑ "Oh no! The jammy doughnut was booby trapped!"

you for most of the levels. This is great help because even on normal mode, this is a serious challenge for FPS fans. Even the great David Doak, creator of the legendary *GoldenEye* and producer of *TimeSplitters*, had a tough time making it through the frenzied fight scenes. The buddies will also provide help moving through the levels, Harry Tipper has a pair of laser goggles to cut through steel bars and R1109 the robot can hack into computers to open doors.

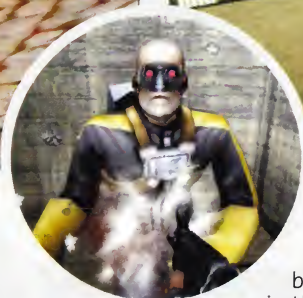
There are some sections when you must go it alone, while your AI buddy has to find a key item or something similar. In the Depot level, set

in 1969, Harry Tipper must find some henchmen costumes to sneak past the guards. While he does this, you have to watch from a water tower and use your sniper rifle to pick off any guards attempting to stop him. It's a good way to change the flow of the game, rather than just running about and gunning down as many people as possible. In another level you have to drive a jeep, while your AI buddy uses the mini-gun on the back to shoot down bi-planes. Rob tried recreating this in his Fiat Punto – he failed.

We're a bit concerned



❑ Covering yourself in metal – that's basically cheating

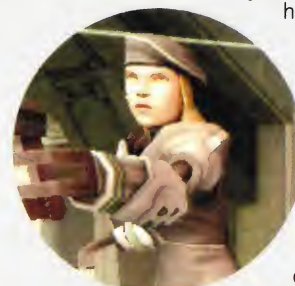


though about how exactly the buddies will work in the co-op mode. In *TimeSplitters 2* you and a mate played through together, but in *Future Perfect* the sections when you have to go it alone could spoil the experience. Your mate will be sitting waiting for you to complete levels, before they can jump into the action again. It remains to be seen exactly what Free Radical will do about this.

When you're not playing with a partner, you'll often be playing with yourself... hang on, let's rephrase that. Time travel is used to better effect in *Future Perfect*. During one scene on the back of a moving train you'll have to take on a massive helicopter, complete with guns aiming straight at

your rather vulnerable head. Suddenly you'll notice a shadowy figure across the tracks on another train is helping you out by blasting the helicopter with rockets. But you need to protect him from the unscrupulous henchmen who are trying to pick him off.

After completing that section and progressing through the level you travel in time once more, returning to the same train. But this time you're the player who has to take out the helicopter. It does confuse your brain a bit to think too hard about it, so just don't. Obviously in each scenario you've got to protect your other self, otherwise time will all go a bit strange. In the final version, there'll be a crazy effect to show time is going wrong, if your other self is close to dying. Plus, if they do, it's Game Over for you. >>>



❑ Like the jumpsuit? Not so much



❑ This is TV we'd pay to watch

"My Life as a Ball"

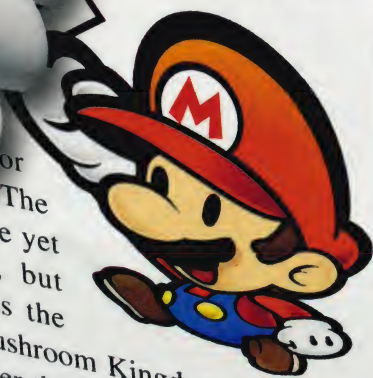
Mario bouncing mad about bumpers

They push him from side to side, shoot him from left to right, all day long. "I feela dizzy from all the banging about," Mario explains. Since being transformed into a pinball his whole life has changed drastically. "I can'ta stand those stoopid bumpers!" he shouted, before a flipper shot him up the table in Super Mario Ball on Game boy Advance.



MUSHROOM THINDOM

Mushroom Kingdom now thin as paper



...for everyone! The reasons are yet unknown, but the fact is the whole Mushroom Kingdom appears to be paper-thin since this morning. Including heavy-weight plumber Mario! "What's I like about it is thata even my belly isa flat now!" he cheered. Unwrap the whole crazy story in Paper Mario 2 for GameCube.

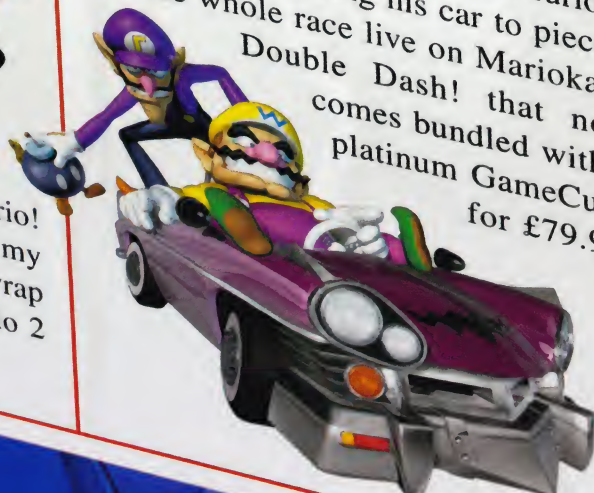
RACING SPORT

WARIO TEAM BEATEN ON FINISH LINE

"I lost to a bunch of losers!" rages Wario

This year's Mushroom City race looked perfect for Wario and his co-pilot Waluigi. The team led throughout all three rounds, when suddenly Diddy Kong and Princess Peach overtook them in a thrilling finish. "They cheeeated!" screamed a furious Wario, while kicking his car to pieces. See the whole race live on MarioKart:

Double Dash! that now comes bundled with a platinum GameCube for £79.99.





❑ Traffic wardens of the future kill double-parked drivers on sight



❑ That's one hell of a... massive grey room you've built there, boys

TimeSplitters 2. Although it was good, we don't just want to feel like we're playing the same game over again.

Otherwise though we're really looking forward to *TimeSplitters Future Perfect* and the prospect of all-new challenges, like lobbing bricks through windows and

decapitating zombies, fills us with giddy excitement. Unless Free Radical do something horrendously wrong, like replacing all the characters with Jar Jar Binks, this is going to be a mighty fine slice of shoot-'em-up action. Start warming up your trigger fingers for 2005 right this second. **Rob Burman**



❑ Destroy all flying things – you know this to be true



❑ Sniper scope!? Great idea!

ESSENTIALS

DEVELOPER: FREE RADICAL

FAMOUS FOR:

The awesome multiplayer extravaganza that was *TimeSplitters 2* and the psychic stealth-'em-up *Second Sight*.

MULTIPLAYER: 1-4

PUBLISHER: EA

RELEASE: MARCH 2005

REVIEW: TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

If the multiplayer is as good as *TS2* this'll be a must purchase for your Cube of Love.

80%
PLUS

...35...36...37...38...



**GET YOUR FOOTBALL
CHALLENGE WALLCHART FREE
IN SPECIAL PACKS.**

TRAIN HARD AND EARN YOUR STRIPES.



TimeSplitters Future Perfect

This month, **NOM** brings you a time-travelling exclusive with rocket launchers, lasers, zombies, monkeys and...



We were fine with all the time travelling shenanigans in *TimeSplitters 2*. After all, it's probable robots will be common place in the future and the Wild West was the perfect scene for fast-paced shoot-outs. But where in the history books does it say monkeys can wield mini-guns, lob grenades and cause havoc with a flamethrower? Darwin will be turning in his grave.

TimeSplitters 2 is easily one of our favourite multiplayer games. It almost managed to recreate the warm feelings you

got when you first played *GoldenEye*. Mainly because it came from members of the original team who worked on the legendary shooter. So it was with eager anticipation that we travelled to the secret offices of Free Radical Design to take an exclusive peak at the GameCube version of *TimeSplitters Future Perfect* and boy, is it looking good.

Once again Sgt Cortez (that's the main guy from the previous ones in case you didn't know) and company are back to take on the maniacal TimeSplitters, who keep

travelling back in time and generally mucking things up. Like going back and telling George Lucas to put Jar Jar Binks in *Episode One*. In *Future Perfect*, Cortez is determined to put an end to the alien Splitters – he's never forgiven them for *The Phantom Menace*. He'll be going back in time to find the origins of them and learn how to destroy them. Compared to *TimeSplitters 2*, *Future Perfect* has a much better plot. There's more to do than just jumping about in time and destroying various bad guys.

The other big change is you'll always play as Sgt Cortez, rather than using different characters throughout the ages. But don't worry because some old favourites, like super spy Harry Tipper will still be in the Story mode as your AI buddy. In each level you'll be accompanied by a different computer-controlled character, like a robot or a stiff upper lip Brit straight out of World War Two.

These buddies are a great help in the thick of a scrap and will be blasting alongside

Tanks a bunch

Ever fancied taking a massive armoured tank for a spin?

Clearly the best thing in *CoD* is driving a huge tank! Those little Nazis will have nowhere to hide from your high-explosive shells! Although a tank is a bit of a lumbering giant, we got to take

down planes, smash buildings and blast soldiers to dust. If only they weren't so hard to drive! Thank God we don't have to come to work in one.



❑ War: drive in and destroy the Nazis' stuff...



❑ ... like these planes full of orphaned nuns...



❑ ... and then it's home for some hot vodka

Unlimited has paid a massive amount of attention to the guns, getting hold of a bunch of World War Two firearms and taking them to a firing range so they could try them out. This means the weapons look the business, but they also recoil, just like you'd expect with the real deal. Bullets spray upwards when you fire an automatic weapon though, making aiming difficult.

Luckily though you're not the only individual charged with booting the Nazis out of Europe. On each mission you'll be



❑ This game of Jenga has got really ugly

joined by a group of soldiers who will back you up. You aren't alone like you are in *Medal of Honor* and you'll be thankful they're covering your ass, because some sections are so tough that going it alone would be as daunting as running full-tilt at a machine gun nest.

It's important to try and keep these members of your squad alive, so they can help you out. You've got to make sure you don't just charge in, putting you and your squad in the line of fire. Using tank platoons provides some cover for you and your boys, but at the same time you have to make sure you take out the enemies armed with rocket launchers, trying to blow up your armour.

From the levels we played through, we could see that each mission will offer a different use for your AI squad. In the first level they just kept trying to hold back the advancing Germans. While in another, an AI squad sergeant drives a jeep while you have to use the heavy machine gun on the back to pick off enemy troops. The only problem we had with these AI troops was they sometimes



❑ French bridges – beautiful, sturdy and delicious

got in the way. You'd be just lining up a crisp headshot when someone would run in front of you and get shot, alerting the enemy who would start blasting at you. But we guess that in actual wars people don't shout "excuse me" before engaging hostile troops. If they did that, they may as well start painting Pikachu on their guns and call everyone darling instead of sir.

Finest Hour is shaping up to be an action-packed war fest. The use of AI squads adds a different element to the traditional FPS play making for interesting missions. Be warned though, it's tough. This feels like real war, rather than a quick game of army in the playground at primary school. **Rob Burman**



❑ That big red sign is Russian for: "Boys, we're not going to lie about your chances"

ESSENTIALS

DEVELOPER: SPARK UNLIMITED

FAMOUS FOR:

At the moment Spark is just working on this. But who knows what the future holds.

MULTIPLAYER: _____ NONE

PUBLISHER: _____ ACTIVISION

RELEASE: _____ NOVEMBER 26TH

REVIEW: _____ NEXT ISSUE

THE PHIAL OF COMPLETION



PREDICTED SCORE

It's certainly different to *Medal of Honor*, but the difficulty can be inconsistent at times. Still, keep your sight trained on this one.

80%
PLUS



□ Look for giant metal coins discarded by passing *Mario World* sprites



□ Unless your game-head is four feet wide, she'll not be troubling you

Future Perfect looks like an artist's dream and Free Radical has paid a lot of attention to creating huge, realistic environments. *TimeSplitters 2* looked pretty good, but so far this looks great – even though it was an unfinished version we were going hands-on with. The Ultra-net Base, set in 2243, looks like a good version of Cloud City from *The Empire Strikes Back*. The enemy robots resemble stormtroopers, holograms line desks, the walls have a smooth futuristic sheen and even basic furnishings like doors have an incredible amount of detail. In the Castle level, set during World War Two, bi-planes rocket past you with their guns blazing and bullets whiz past your head. You actually feel like you're in



□ Future guns: aim-wise, not as good as the old ones

the thick of a war, something that was missing from *TimeSplitters 2*.

The weapons themselves have also had a makeover, the most noticeable being the cool rocket launcher. With this

futuristic gun you can see the rockets being reloaded, ready to fire. Another wicked little weapon was the flare gun. This spat a flaming



□ This big-chinned dog limbos for his life. Pointless

flare out towards your enemy which then set them on fire. The sight of a smoking flare spiralling towards you was quite terrifying. As in the previous game, each gun will have a secondary function, although the developers are looking at the cool secondary fire options from *TimeSplitters 2* and incorporating more of those. Another handy feature for the weapons is a permanent cross hair on the screen, which certainly takes the guess work out of head shots. Now, none of those zombies will be safe from our screaming-hot lead bullets of death.

Alongside a plethora of new weapons, you can now drive vehicles. We had a quick go at driving a jeep and, although at first we drove like a drunken granny, we were soon smashing into henchmen and causing the kind of damage that would disgust avid readers of the Highway Code.

Finally we had a quick go on the multiplayer, which was just as good, if not better than the previous *TimeSplitters*. We just hope that Free Radical don't get complacent and make an exact replica of

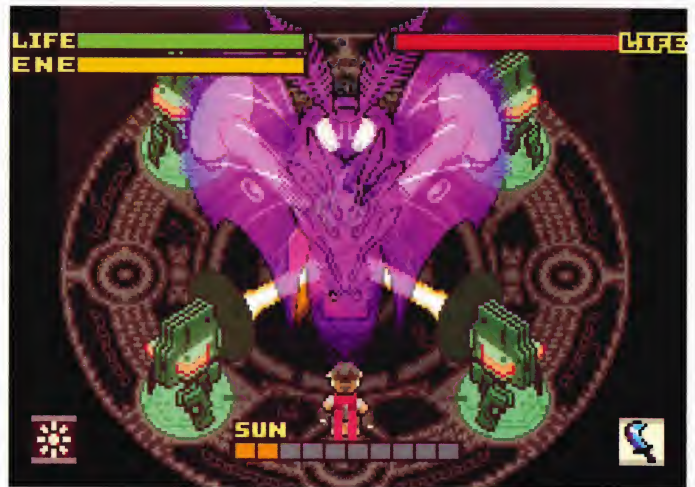




□ Sherbert sick was never pretty



□ Pray it's a Hookshot, bet it's not



□ As Link entered the Great Fairy's hidden cave, he suddenly realised that the once beautiful woman had turned into a holographic beast

Boktai 2: Solar Boy Django

You see that white ball in the sky outside your gloomy games den? That's a thing called the sun and once again you'll be needing it.



Deep in the *NOM* basement the crackle of electricity echoes through the air. Sparks fly from generators and fuses blow every few seconds. It's not the set for a new *Frankenstein* film, it's just Rob desperately trying to recreate the sun's energy so he can play *Boktai 2* at all hours.

The original *Boktai* introduced a neat little gimmick to the usual fare of boy against vampires. Instead of a stake or a bottle of holy water, Django, a spiky-haired RPG-looking dude, was armed with a light-sensitive solar pistol. The GBA cart had a sensor that used sunlight to charge up your light beam. It was a neat little trick, but slightly pointless if you lived in a typically cloudy British town.

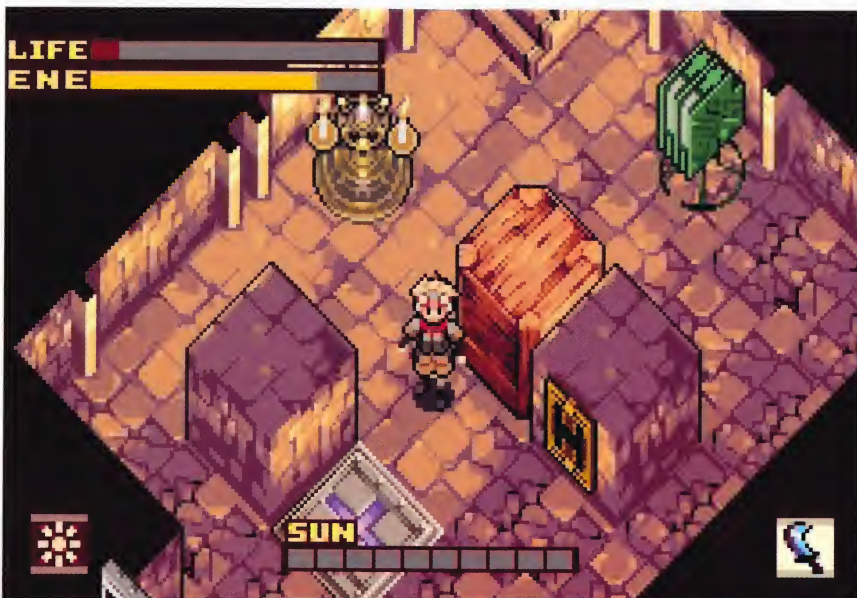
The light sensor makes a return in *Boktai 2*, thus Rob's attempt to create artificial sunlight. This time though, Konami has spared a thought for those people who don't live in space stations near the sun. In fact, your light-sensitive weapon gets pinched by a vampire right at the start so instead you tool-up with other weapons like swords or an old-fashioned hammer to beat the crap out of zombies, bats and crows.

But even these weapons rely on the power of the sun. Normally they're a bit weedy and slicing away at a zombie with a normal sword has little effect. Your

heart will sink when you keep slashing and they remain relatively unharmed. To really kick ass you have to enchant your weapon with the sun's power. Of course this saps light energy, so you have to recharge it with light, just like the solar pistol.

Even on a sunny day we still only managed to get one or two bars on the sun meter, which meant weak weapons. To counter this, stealth was the only way to get through beast-packed dungeons, pressing up against walls to sneak past zombies or making them investigate your taps on the wall, just like the first adventure.

Boktai's sun sensor is its major selling point, as well as its major downfall. The dungeons were solid *Zelda*-esque affairs, but playing in gloomy Peterborough meant we often got our butts kicked. We're petitioning Tim to move us to LA, so our views on *Boktai 2* might change when we're playing our GBA in glorious weather. **Rob Burman**



□ Django, the chandelier thief, was easy to spot on the vampire's CCTV camera system

ESSENTIALS

DEVELOPER: KONAMI

FAMOUS FOR:

The original *Boktai*, which arrived in the UK earlier this year and the long-running *Metal Gear* series, which has been around almost as long as our Mike J.

MULTIPLAYER: _____ NO

PUBLISHER: _____ KONAMI

RELEASE: _____ TBA

REVIEW: _____ TBC

THE PHIAL OF COMPLETION



PREDICTED SCORE

Although *Boktai 2* is fun to play and the puzzles are challenging, the sun sensor can ultimately be a bit of a ball ache.

70%
PLUS



□ It's amazing how that Stuka can fly one way and shoot the other



□ These guys hate getting post. Luckily for them there's no letterbox

Call of Duty: Finest Hour

Bodies line the trenches and bombs rain from the heavens. But that's only the training level!



Deep behind enemy lines you're one of the last defences against the Nazis. Armed with only a simple rifle and limited health you've got to penetrate an enemy stronghold while machine gun bullets zip past your ears and grenades blast the landscape. They say that all's fair in love and war. But what the hell's fair about this? For crying out loud give us a rocket launcher to even things up!

From the moment you start playing *Finest Hour* it takes your breath away. There's no glorification of war here. It's gritty. You feel like you're there. You can't compare a game to what really happened, but this goes some way to reminding you

how tough it was. You start off as a rookie Russian soldier drafted in to remove the Germans from Stalingrad. At first you don't even have a weapon, just a few bullets and you can't even throw them at the enemy. Instead you have to duck behind semi-collapsed buildings and desperately try and follow your sergeant through a maze of craters and crumbling walls. If you listen closely you can almost hear your soldier weeping with fear. It's BELIEVABLY scary.

All around you hell is quite literally breaking loose. At any one time there are tens of your comrades on screen and the majority of them are taking a serious beating. While crawling through the

trenches explosions send bodies flying over your head and the screams of dying soldiers echo around you. The realism factor has been turned all the way up to 11 – there's no going back! If a large explosion goes off near your location, you get shell shocked by the blast. This means the action temporarily slows down and the sound goes muted as though you've been partially deafened. It sounds a bit gimmicky, but it forces you right into the mayhem.

When you do finally grab a gun, even though it is a poxy standard issue rifle, you'll get a great sense of relief now that you can finally shoot someone, rather than just hiding all the time. Developer Spark



The agony and the ecstasy Our limbs are punished by *Jungle Beat*.

Tapping the bongos becomes a painful experience after a particularly long level. But when you finally have the end in sight you'll be thinking your sore arms are in for a rest. You're wrong! Now you have to bash the drums as fast as possible to collect a load of bananas. Yeah, you could take it easy, but you know you want to get as many 'nanas as possible.



❑ "Ready". It's not a question. It's an order from the monkey king...



❑ ... and START CLAPPING! DK doesn't care if your arms are broken...

would hate to mess with him. This level is tough on your arms though because you're bashing that right bongo almost constantly. Plus, when a massive snowball starts rolling after you *Indiana Jones*-style, you've got to hit that right bongo like a madman. We tried using our feet to alleviate the pain, but it just made the bongos smelly.

Although this is a side-on platformer, Nintendo hasn't spared any expense on the graphics and, so far, *Jungle Beat* is shaping up to be a spectacular looking game. We played through three levels and each



was a joy to our eyes. The forest levels are full of lush colours, blossoming flowers and bubbling waterfalls. You can imagine this is exactly what the heart of a rainforest looks like. But then in complete contrast the next level we played through was a snow-capped mountain range. Bananas were trapped in huge blocks of ice and then we had to deal with THAT giant snowball. You've got to admire these levels.

Gorillas are pretty big anyway, but DK is dwarfed by the chicken thing and even a sign telling you to jump across a chasm must be several storeys high.



❑ Those blue furry things are trouble. They might look huge and cuddly, but the bright-red, razor-sharp spikes on their heads give it away



❑ Not content with a helping hand from this cat creature, DK parachutes to safety on its ball sack

Our only problem is that after an hour's solid play our arms were battered and our hands were sore. But we didn't care and just kept having one more go to see how quickly we could make it through the levels.

Yes, our arms and hands were hurting, but our faces were hurting as well – and that's 'cos we'd been smiling the whole time we were playing *Jungle Beat*. **Rob Burman**

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

Other gorilla-based fun like *Mario vs. Donkey Kong* and the game that started it all, *Donkey Kong*.

MULTIPLAYER: _____ 1-2

PUBLISHER: _____ NINTENDO

RELEASE: _____ FEBRUARY 4TH

REVIEW: _____ IN A COUPLE OF ISSUES

THE PHIAL OF COMPLETION



PREDICTED SCORE

The more we played this, the more we really liked it. As long as there are more varied levels this is going to be absolutely awesome.

80%
PLUS

Metal Slug Advance

At E3, this was a stodgy mess. Now it's the real deal.



This game does not mess about. It's you as some butch, corn-fed Arnie figure versus the suicide bombers and their camels. They've got tanks, helicopters, cannons and masses of infantry. You've got a handgun and some grenades. It's fun time.



□ Maximise the slaughter with meaty tanks and armoured cars

Metal Slug games are all about going on a killing rampage behind enemy lines. Lots of platform jumping and dodging, and enough heavy artillery to invade the USA, all served up with a grin the size of the Grand Canyon. Enemy troops panic as you approach and flee your grenade as it arcs in the sky. Get up close and a boxing glove on a spring pops out, flooring the enemy. It's hard work staying alive, but amazing fun.

Surviving is easier if you encase yourself in steel. The enemy likes to hunt in tanks, but you can take them for a spin, too. And these are special cartoon tanks that can jump as well as spray blue hellfire all



□ Yeah the blue laser's STUPIDLY big, but don't drive into the mine! Duh!



over the screen. Each boss is a special event, ranging from a cheeky tank that likes to jump on your face to a screen-filling battleship with a laser that would embarrass the Death Star. If you're going to keep the flesh on your bones uncooked, you better learn to dodge.

That's all classic *Metal Slug* gameplay and we love it as much today as we did when the very first game hit the arcades back in 1996.

Somewhere along the way, fountains of blood have been lost, but that's the only serious

downer. In a bid to extend the life of the game beyond a few hours, there are now cards you can pick up as you play. The game keeps track of what you have and you can use them in future games to unlock new weapons and features.

You want lasers that rip across the screen? Check. Heat-seeking rockets? Check. You want to open them up with a bowie knife? Sicko! But check.

We're hoping later levels reveal *Metal Slug* staples like lumbering zombies that vomit their guts across the screen. We've already seen the *Metal Slug* debut of an underground Aztec-style race who shoot fire out of their wrists.

If this is the tip of a Neo-Geo remake avalanche on Game Boy, may we suggest *Windjammers* and *Pulstar* are next? **Dean Scott**



□ We tried to imagine it was Bennett from *Commando*. "Ah down't need a ghan, John!"

ESSENTIALS

DEVELOPER: SNK PLAYMORE

FAMOUS FOR:

SNK has a rich history in the arcades and also released its own console in the 90's. The Neo-Geo AES cost £500 and the games were £300 each. We're not even kidding.

MULTIPLAYER: _____ NO

PUBLISHER: _____ IGNITION

RELEASE: _____ TBC

REVIEW: _____ TBC

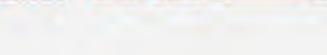
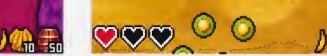
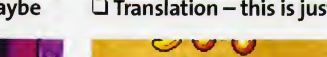
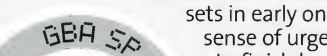
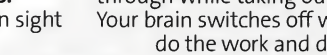
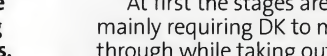
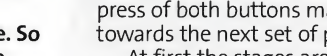
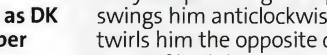
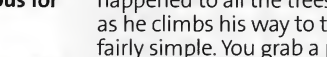
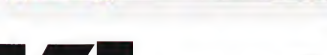
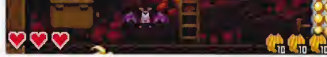
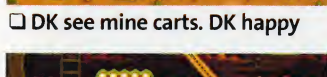
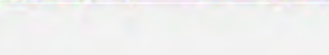
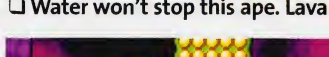
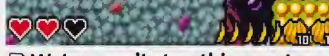
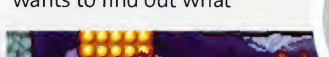
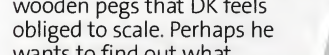
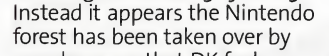
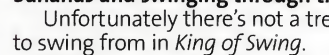
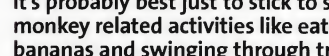
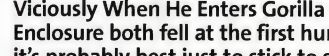
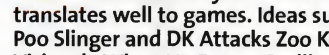
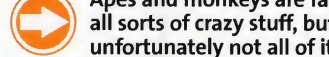
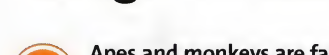
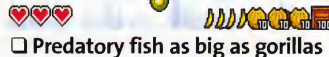
THE PHIAL OF COMPLETION



PREDICTED SCORE

Classic shoot-'em-up action. Never heard of *Metal Slug*? It's a cartoon *Contra*, with animation that'll crack you up. For the right reasons.

80%
PLUS



□ DK see mine carts. DK happy

□ You know burning hair smells bad, so stay away from the fiery bird

DK: King of Swing

Donkey Kong wanted to be the King of Bling. He even bought himself a set of gold teeth and a huge medallion.

Apes and monkeys are famous for all sorts of crazy stuff, but unfortunately not all of it translates well to games. Ideas such as DK Poo Slinger and DK Attacks Zoo Keeper Viciously When He Enters Gorilla Enclosure both fell at the first hurdle. So it's probably best just to stick to safe monkey related activities like eating bananas and swinging through trees.

Unfortunately there's not a tree in sight to swing from in *King of Swing*. Instead it appears the Nintendo forest has been taken over by wooden pegs that DK feels obliged to scale. Perhaps he wants to find out what

happened to all the trees? Controlling DK as he climbs his way to the heavens is fairly simple. You grab a peg and then **L** swings him anticlockwise, whereas **R** twirls him the opposite direction. A quick press of both buttons makes him jump up towards the next set of pegs.

At first the stages are overly simple, mainly requiring DK to make his way through while taking out the odd bad guy. Your brain switches off while your fingers do the work and disappointment sets in early on. There was no sense of urgency in getting DK to finish because there was no clock and when he did fall off a peg he hit the floor

without getting damaged. Suddenly though it develops a whole new level of fiendish design.

The main reason for this is the introduction of different pegs, bottomless pits and huge spikes ready to skewer DK like a hairy kebab. One set of pegs falls down if you hold onto them for too long, while others are bombs that explode after you touch them. Your brain wakes up and starts working out how to navigate these tough little puzzles. Another headache are chasms that result in certain death if you miss a peg – there's no more harmless bouncing off the floor now! Spikes line some floors and walls, so if you hold onto the peg for too long you get a face full of pain. You need ninja timing to judge the moves from peg to peg.

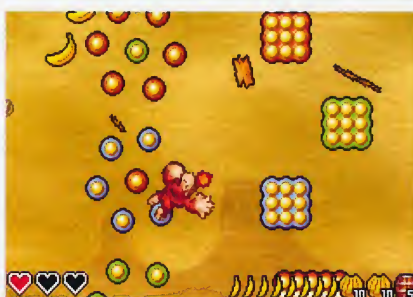
King of Swing looks like it's shaping up to be a cunning puzzler. Be warned though, keeping your hands locked over **L** and **R** gives you finger cramps if you play for too long. If you've got massive hands consider cutting them off and replacing them with those of a child instead. **Rob Burman**



□ Water won't stop this ape. Lava maybe



□ Translation – this is just a map screen



ESSENTIALS

DEVELOPER: PAON CORPORATION

FAMOUS FOR:

These boys are a new development company in Tokyo, but *King of Swing* could be the game to make them stars.

MULTIPLAYER: UP TO FOUR

PUBLISHER: NINTENDO

RELEASE: EARLY 2005

REVIEW: IN TWO ISSUES

PREDICTED SCORE

The way the levels we played were going this could be a mind-boggling, peg-swinging puzzle king. Bring on the swingers, we say!

THE PHIAL OF COMPLETION



70% PLUS



□ DK is confused by love of giant 'nanas and fear of their deadly weight



□ It's asleep. Be quiet. If only you weren't making that drumming noise

Donkey Kong: Jungle Beat

Forget taming a silly snake with a flute. We use bongos to control a massive gorilla!



Flash forward to early 2005... hospitals are full of people constantly beating their hands on a set of imaginary bongos. Many of them are talking about controlling a gorilla and fighting a chicken plant. Every single one of these unfortunate souls has one thing in common – they are all grinning like idiots. The reason? *Jungle Beat*-itis, the most popular disease since spive-off-schoolitis.

If we said to you those bongos you got with your copy of *Donkey Konga* could be used to control a character in a platforming game, you'd probably tell us to get stuffed. Well, non-believers, *Jungle Beat* is heading this way to prove us right and you wrong. It's a very cool looking side-on platformer, but with the added twist that you use bongos to control your hairy friend.

Tapping the right or left bongos makes DK run along the ground, a quick slap of them both makes him jump and clapping stuns enemies or collects fruit. A typical level consists of right, right, right, right, right, both, right, right, clap then left, right, left, right as you pummel a bad guy. It may sound kind of ridiculous, but it

reminds us of the glory days of the NES. The controls are simple, there's no farting about with different camera angles or first-person views. It's just a case of get to the other side of the screen without getting killed.

Although the controls are simple, basically run, jump and punch, you'll be amazed with what you can actually do with those moves. Clapping is probably the most versatile. You'll be running along when you come to a wall, "How do I get up there?" you think. You then

notice a friendly monkey face in some leaves.

A quick clap and your monkey pal reaches out and lobs you up to the next level. Another time you see a load of small mushrooms. After you clap they grow to massive proportions so you can jump up them and make your way safely up the side of a cliff.

Perhaps the best use of the bongos is when you fight a bad guy. First you clap to stun them and then DK jumps on top,

ready to bash them to pieces. This is brilliant because you have to whack the left bongo then the right as DK punches them with his fists. Yeah, you've beaten up baddies in games before, but it's never actually felt like you were delivering that killer blow. When DK makes the final punch, the camera zooms in and the action slows down. BA-BOSH!

The line-up of bad guys is pretty weird. God only knows the nature documentaries the guys at Nintendo have been watching because they've come up with some crazy animals. How about a massive red hairy pig that blows air at DK or a sleeping chicken plant thing that squawks as you punch it? No wonder DK feels the need to beat the crap out of them, they're the kinds of things that'd give a toddler nightmares.

But not all the animals need to have a good smack in the kisser – some will help you along your way. One is a strange red floating cat that DK uses to glide through the levels. It doesn't

seem to mind that a huge gorilla is hanging from its paws and appears happy to help. Then there's a giant ram that DK must ride through a snow level. Thank God this dude is on DK's side, because we





□ No matter what rectum-shattering speeds you coax from the Falcon, those volcanoes remain tantalisingly out of reach. Who lives there?



□ As Falcon hits top speed clouds of condensation burst around you. It could also be snow. Or Tipp-Ex



F-Zero Climax

Full throttle, high speed, eye watering, leave your ass on the grid – you’ve heard it before. For crying out loud, IT’S F-ZERO!



“Get off the edge! JUST GET OFF THE EDGE! Come back here you swine. You aren’t getting away with that. Can’t this ship go any faster? Damn, he’s gone and I’ve got no Boost powers. Where’s that pink pit lane? WHERE’S THE RUDDY PINK PIT LANE! I’m gonna crash, I’m definitely gonna crash. But wait, there are the pits! Come on my little beauty you can do it. What’s that dick doing? He’s only gone and done a Spin Attack on me. Noooooooooo!” KABOOOOOOM!

Welcome to the F-Zero pain, the suffering we haven’t seen for six months is back in earnest and ready to



□ Spinning is here and just as deadly



□ Remember to pull up on jumps, stupid

contort your brain and tear holes in your voicebox. The game where people watch you scream through chicanes one minute then fall short on a jump the next and offer such helpful advice as: ‘You should have pulled up there to go further, mate.’ Thanks for that. Thanks a lot.

The third F-Zero game for GBA is here, bringing with it all your Big Blues and Ocean Cities of this world, Grand Prix cup modes that get progressively harder and the insane A.I. of computer-controlled rocketheads. Once again, it follows a similar plot to the cartoon series doing the rounds in Japan with Ryu, Captain Falcon and a host of other racers battering each other black and blue down super-fast tracks.

The courses don’t just have to be what the cart orders you to play either, oh no. This baby comes with every F-Zero fans’ dream, a track editor, last seen on the 64DD Expansion Disk and something very few people have seen outside Japan.

As you might expect it has been watered down, but you can still create your own mini-Scalextric of the future with as many straights, chicanes and



□ Silverstone’s rubbish! Race around NOM!

hairpin turns as the point-ratting system allows you to do.

Chucking together such a track is made even better with the chance to place cameras in positions wherever you want. Hitting the Replay option after a spin, you’ll be able to see your ship tearing around. Note: you won’t see the ‘I’m gonna die in a second’ face sported by Captain Falcon since the dawn of his Nintendo career.

It all adds up to a speed fest you’ll get to grips with no problem. The early tracks are a bit short for our liking, but to add to the mayhem you do get Spin Attack and Spin Booster (just what the name suggests) thrown into the mix.

The look hasn’t really moved on since its last GBA outing, but it offers the nuts-in-your-guts racing that only F-Zero can provide. Whether the subtle new options will keep you coming back for more, we’ll just have to let you know over the next few months. Sorry, but there’s a race to start... **Tim Street**

ESSENTIALS

DEVELOPER: NINTENDO

FAMOUS FOR:

Making F-Zero for Super NES and giving Falcon a nifty pair of shoulder pads straight out of the ‘80s.

THE PHIAL OF COMPLETION



MULTIPLAYER: 1-4
PUBLISHER: NINTENDO
RELEASE: TBC
REVIEW: TBC

PREDICTED SCORE

It still kills your fingers and the tracks are too short, yet added options and the N64 attacks should make for another F-Zero classic.

80%
PLUS



There are some of us who think Mario should reserve his legendary agility for headbutting question mark blocks and jumping down green pipes. Bowser isn't for playing a doubles match with, he's for chucking off a round platform onto some big spiky bombs. And you can turn those Power Moves off for a start.

Power Moves. Do us a favour. You're midway through a rally and the game stops and goes "hold on a sec, watch this, it's wicked!" Mario's racquet changes into a giant hammer and clubs the ball past you at a million miles an hour. Then Donkey Kong summons up a wooden cannon thing and blasts himself at the ball. Sports games shouldn't 'stop' midway though a point. Press Start, quit, options, Power Moves OFF. Better. Start again.

Imagine a tennis court where every rectangular area is

Mario Tennis

Okay lads. Let's finish this set up quick and get back to jumping on turtles.

a conveyor belt – different ones for each service box etcetera. With us? Now imagine there's a row of arrows scrolling across the net. As you hit the ball over it, it activates an arrow and a conveyor belt on your opponent's side. Your return takes a funny bounce off their moving floor and they completely miss the ball. That's the way to Nintendo-fy a tennis game. Cheating Power Moves are not.

You can play on a more sober court if you like and have quite a solid game of tennis.

The intensity never quite hits the glorious heights of *Virtua Tennis 2*, but it still plays a rapid and skill-dependent game of tennis. It may remind you of the N64 game in this respect. But it's when *Mario Tennis* breaks into a Mushroom Kingdom grin that you fall in love with it. A court based on *Luigi's Mansion* scatters ghosts everywhere. The giant squid from *Super Mario Sunshine* dominates the Isle Delfino arena. The mini-games like *Mario Artist* are a blast, even more so with a second player.

You can battle hitting ghosts for points, play noughts and crosses, or ping green balls off the heads of rampaging Chain Chomps. It's Nintendo magic all the way and we haven't even got to play on the Classic Court with the 2D NES sprites wandering about yet. We know it's there. We can feel it coming, but we're still not ready to face its extreme awesomeness. **Dean Scott**



❑ Miss the shines and it's tough luck. But at least you might hit one of those losers from *Sunshine*



❑ Double-dating at Luigi's Mansion – a total balls up



❑ As the tennis king topples forward in a cloud of dusty despair, the *Mario Sunshine* squid exudes multi-limbed cool. That's one for the invertebrates, pizza boy



❑ Daisy has a flashback to 1983



ESSENTIALS

DEVELOPER: CAMELOT

FAMOUS FOR:

Being Nintendo's usual sporting partner. Golf, tennis, Mario tidlywinks and Yoshi curling are next... maybe.

MULTIPLAYER:

1-4

PUBLISHER:

NINTENDO

RELEASE:

FEBRUARY 25TH

REVIEW:

THREE NOMS AWAY

THE PHIAL OF COMPLETION



PREDICTED SCORE

Effectively two games in one. A solid sports game that rewards skill and a Power Move fest for losers. Be a winner. Play it properly.

85
PLUS



Don't stop and ask the locals if they know the time. They're likely to ignore you and be a bit aggressive.



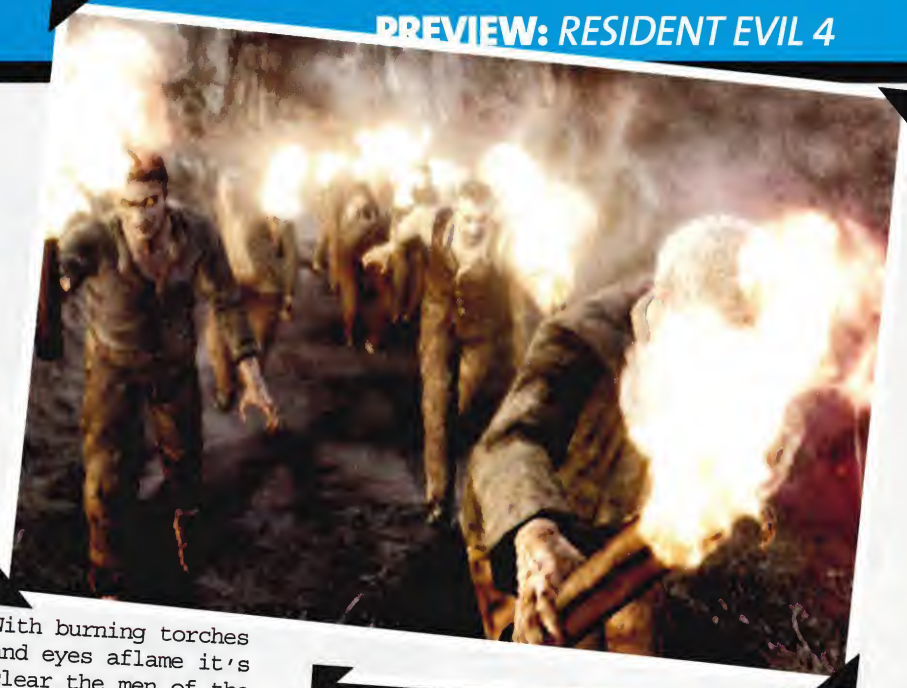
Wave upon wave of locals will stagger after you but don't waste any time taking them down. If you run out of bullets you can always kick them!

The village is full of corners and shelters to hide in but, those dudes can smell you a mile away so be warned!



With burning torches and eyes aflame it's clear the men of the village have heard the newsagents have run out of NQM.

You'll have to keep your gun fully loaded to stay alive, but there's a knife for close-quarter combat.



The animation of each character is very realistic. When you shoot them the force of the blow will send them flying!



That's no rainbow trout down there, Leon. Either take it down with a harpoon or get the hell off that lake!

ESSENTIALS

DEVELOPER: CAPCOM

FAMOUS FOR:

Capcom's Production Studio 4 was responsible for the sublime *Resi* games and *Viewtiful Joe* on GameCube. It was also the team behind *P.N.O.3*. Let's forget that one.

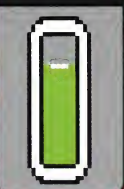
MULTIPLAYER: _____ ZILCH

PUBLISHER: _____ CAPCOM

RELEASE: _____ EARLY 2005

REVIEW: _____ NEXT YEAR

THE PHIAL OF COMPLETION



PREDICTED SCORE

The blood's hardly dry on this demo but we want a whole lot more pitchforks in the head and crazy battles with freaks. Roll on 2005!

90%
PLUS

THINK YOU CAN MANAGE?

PREMIER MANAGER 2004 - 2005



www.premiermanager.info

81%
Official Nintendo
Magazine

Buy online at www.zoodigitalpublishing.com

8/10
Cube

PlayStation 2

GAME BOY ADVANCE

PC CD-ROM

ZOO
Digital Publishing
www.zoodigitalpublishing.com

Published by ZOO Digital Publishing Ltd. © 2004 ZOO Digital Publishing Ltd. ZOO Digital Publishing and the ZOO Digital Publishing logo are trademarks of ZOO Digital Publishing Ltd., part of the ZOO Digital Group plc. All rights reserved.

Nintendo

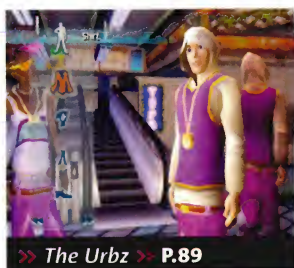
OFFICIAL MAGAZINE UK

THE ONLY PLACE FOR OFFICIAL REVIEWS

Reviews



» Legend of Zelda: The Minish Cap » P.76



» The Urbz » P.89



» FIFA 2005 » P.98



» T.H.U.G. 2 » P.82



» Need for Speed Underground 2 » P.84



» Tales of Symphonia » P.90

MEET THE TEAM

When they're gone, who will you love?



TIM STREET

Say *Pokemon Official Magazine* to Tim and he takes off his clothes and starts to cry. He must have been hypnotised.



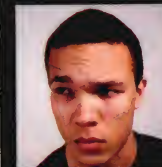
DEAN SCOTT

Had the weekend of justice: *Mowar Wario*, *Kururin* and *Minish Cap* arrived; Man U beat Arsenal; wife left him.



KINGSLEY SINGLETON

Sees the real world as a series of letters and numbers like in *The Matrix*. Then corrects any spelling mistakes.



MIKE JACKSON

Wrote a thesis on why *Light World* beasts attacking *Dark World* 'brothers' was well racist in *Prime 2*.



ROB BURMAN

Caught a terrible disease called *Monkey Clap* after too much *Donkey Konga* and *Jungle Beat*. He will die painfully and soon.

SPECIAL THANKS TO...

FRANK CIFALDI

A NES game visionary, despite the drinking.

SCORES AND AWARDS

90+	A Nintendo classic
85-89	Exceptional in its class
80-84	Great fun, but not ground-breaking
70-79	Some nice ideas, but lacks Nintendo magic
60-59	Few classic moments, for die-hards only
50-59	Been there, seen it, played it. Yawn!
40-49	No ideas, no gameplay, no way
30-39	Not worth buying
0-29	Not worth stealing



POISON
A real minger that might give you a bad disease just by touching it. Like *Universal Studios*.



SUPERSTAR
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.



Leon S. Kennedy

The rookie cop from *Resi 2* is back, this time playing a US agent on the search for the President's abducted daughter.



Ashley Graham

This young lass is the President's daughter, kidnapped somewhere in Europe and in need of a special agent to save her. Have you got the guts to do it?

The cast



Weird man with beard

Like a mental-looking Hagrid, this chap appears to control the crazed men and women of the eerie village.

Resident Evil 4

One level, 12 headshots, 38 dead and only one survivor.



In Japan there's a mag called *Weekly Famitsu*. You may have seen it on our Big in Japan pages. It sells by the hangar-load and a special edition hit stores recently, featuring *Resi 4*.

This wasn't any normal mag, 'cos sitting warm and snug inside a cardboard case was a demo level of the next nerve-shredding game in the *Resi* series.

We ripped it open and stuffed it straight

into a Japanese GameCube 'cos we knew you'd want to see it, headshots 'n' all. Come with us then and get ready to experience its unimaginable horrors in what's shaping up to be one of the games of next year...



Meet the Chuckle Brothers, aka two useless cops who dump you in the wilderness. They won't be coming with you, so leave them in the car and wait for them to get eaten.

Taking a gravel path you soon come across a rundown shack.

Inside you ask the owner if he's seen Ashley, but he isn't too friendly.



Without warning the nutter grabs an axe and hurls it at Leon's head. With the crazy after your blood you need to take him down!

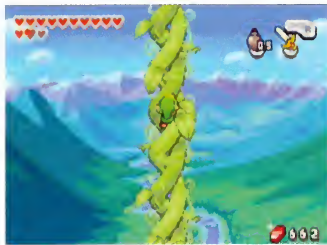


After a quick cut-scene, it's time for your first gunfight. Draw your handgun and let him have it. Do it QUICK!





■ Minish Link is about the same size as fish food. That's bad news



■ Hero climbs huge stalk into the sky. Original and totally awesome



■ There are no buses here. Grab a 'shroom and ping yourself down to the shops



■ Are they Floormasters? We didn't let them live long enough to find out

Game info

Price: £29.99
Publisher: Nintendo
Web: www.nintendo.co.uk
Players: 1
Memory: 3 slots



Legend of Zelda: The Minish Cap

Hold up the box and listen to the fanfare. You have found the precious treasure.

It's amazing how you forget things. You assume the *Zelda* Logic never leaves you, but unstimulated your brain goes rusty. The first time we got stuck on *Minish Cap* it was because we'd forgotten that you could throw bombs. The subconscious brain knew, but the conscious mind saw Link drop the bomb at his feet when we pressed **B**. Conscious mind assumed we needed some kind of bomb-chucking glove.

Or a HOOKSHOT! Yes! We could easily trip the switch that'll make the bridge appear with one of those. We wasted an hour looking for it and accidentally re-learned how to throw bombs by carpetbombing non-cracked walls in desperation. We'd lost *Zelda* Logic and the talking hat wasn't helping.

From that moment on, it

was power concentration. We'd assume nothing. We'd let the game guide us. And a *Zelda* game as magnificent as anything else in the series blossomed in front of our very eyes over the next couple of days' play.

The people that made this should get medals. Big shiny medals. It could be like that bit at the end of *Star Wars*, with a room full of *Zelda* fanatics whooping and cheering. They're all in costume. Mostly Links, but a few *Zeldas*. One of whom is a man, which is slightly worrying. He's not a small man either. This guy's about 40 years old and has a weight problem. Oh dear.

The Hard Truth Hat isn't a power-up in *Minish Cap*, but we're wearing it now. In this era of GCs and GBAs, there's been a familiar smell about many of the latest iterations in the big star Nintendo franchises. *Wind Waker* smelled faintly of *Ocarina of Time*. *Tennis*, *Golf*, *Kart*... you can see the N64 DNA running through them. *Minish Cap* isn't just *A Link To The Past* again, even though that would have suited us fine. It's a whole new *Zelda* game. New items, new locations, new gameplay. New everything.

Quick plot summary? A dodgy wizard guy called Vaati comes to Hyrule, decides he

needs the 'Light Force' and turns all the important

people to stone while he looks for it.

Including a certain lady in a pink dress. He also smashes the Picori Blade while he's at it and that's what's needed to de-stone people. This all happens during a special party too, so everyone's pretty hacked off about it.

Enter you. Messy blond hair. No hat. Only the Picori can fix the blade because they made it. Only a child can see the Picori. So you head off into the Minish Woods in search. That's where you meet the hat. >>>



'Kin hell!

Little stones that lock together = victory.

■ Kinstones. It sounds like it must be a bit bent, but it's actually the future. In *Minish Cap*, Kinstones are like assholes: everyone's

got one. Find a match and something brilliant happens. If you can track down one of the Tingles on your travels, they'll even

tell you how many fusions you have yet to perform. It's the mother of all sidequests, with some excellent rewards. Read on...



STAGE 1: Find someone to fuse with. Oh go on then, Tingle – there's nobody else around



STAGE 2: Find the Kinstone that matches. The game shows you where something happened



STAGE 3: Head on down there. The map will remind you where you're going. It's helpful like that



STAGE 4: Oh man! There's a whole mini-dungeon down here and a big, fat chest!



■ Will floating tiles ever make it to non-Hyrule bathrooms?



■ One-eyed flying murder beasts are attracted to your lantern

“There hasn't been a better GBA game released all year.”

the items in your hands and recycling the skills you learned in the previous dungeons. It all feels so fresh because items like the Hookshot have been binned in favour of stuff like the Gust Jar with its greater puzzle potential. You'll love the new 'room' puzzles, too. Our favourite is the one where you have to paint a series of tiles

red by stepping on each only once. Like the old arcade game *Q*Bert*. Look it up if you've never heard of it.

You can also go places you've never been before, including way up in the clouds. Outside Hyrule Castle, all of the areas are new. From the peak of Mount Crenel, to the underground passages in the

Royal Valley, it's all amazing. The fact that you get to see a lot of it from different perspectives makes it all the more impressive.

You play as a shrunken Link a lot of the time. Inconspicuous shelves in houses are a pathway for Minish Link. To spot some of the doors and openings, you'll need to peel your eyes so much they might start to bleed. The humans can't see you when you're Minish, but the animals can. Dogs will actually talk to you, but cats go berserk and try to claw the hell out of you. Chickens try to eat you. You didn't get that in *A Link To The Past*.

The humans in Hyrule don't realise the Minish people have never actually left them and it's great when you're in on the secret. Talking to the Minish that make the shoes for the

cobbler as he sleeps, or looking down from the rafters in buildings as the giant humans go about their business down below is cool.

You just get the impression that Flagship, the geniuses behind this, realised they could surpass the legendary Super NES game if they really went for it. They even had the guts

to improve the stuff they did borrow. Now when you're springing with a pair of winged shoes on, you don't stop dead when the screen stops scrolling – and you can now sprint upstairs at full pelt.

Remember that tiresome magic meter?

Gone. Your lamp burns indefinitely now. They've added warp points in the dungeons to eliminate much of the tedious retreat when you return to battle a boss who's just hammered you. >>>

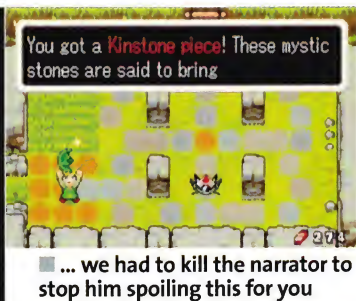


■ It's Link versus the nasties while the Wizzrobe and skeleton cheer on





“Minish Cap is a gaming miracle. It constantly thrills and surprises you, and the difficulty is judged to perfection.”



■ No! Link! He's going to eat your tiny-yet-delicious bones



pull the lever and an Octorock or a Vaati pops out. Well, trophies of them at least.

What else do you need? Familiar faces? How about Dampé the Gravekeeper, a cast of rock-pounding Gorons and that kid from *The Wind Waker* with the big bogey swinging from his nose. Big bosses that scare the life out of you? Heck, even run-of-the-mill enemies like an Octorock will have you cacking your pants when you're Minish and they're massive. They've also changed the way you kill the giant Chu since our preview last month, so you'll have to have a rethink there.

We KNOW we're going to get letters about the final boss, because he kicked

our ass all over the place. It took *NOM's* gaming pros a good while to work out how to take him down, and it's a

worthy end to the adventure. If you thought *Wind Waker's* boss was an anticlimax, this is the right climax for you.

Minish Cap is a miracle. It constantly thrills and surprises you and the difficulty is perfectly judged. There's an absolute mountain of bonuses to discover thanks to the Kinstone system and you can get lost for hours just doing that.

There certainly hasn't been a better GBA game released all year, and for *Zelda* fans it's the reason to own the system. That'll be why they're releasing the gold one, in fact...



So, should you buy it?



Yes if...

You hum the 'new item' fanfare when you pick up a Mars Bar at the shops.

No if...

The 'puzzle' of switching a Game Boy on frequently defeats your feeble mind.

You'll love it if you like...

Crying about the 16-bit 'golden age' of Nintendo. This IS a classic. In your face.

GRAPHICS

9

Beautiful. And always clear enough to see what's going on when you're tiny.

SOUND

8

Familiar tunes belt out and warm your heart, but some sound effects are lame.

GAMEPLAY

10

Classic, thrilling *Zelda*, but with awesome new items and puzzle types.

LIFE SPAN

9

The main quest is huge, but there's all the Kinstone stuff to find. And the capsules.

VERDICT

► *A Link To The Past* is my favourite *Zelda* game. Yes, including *Ocarina*. I had stupidly high expectations and *Minish Cap* exceeded them all. A modern day classic you cannot miss. *Dean Scott*



BEST BIT: All of it. It's amazing without being a clone of *A Link to the Past*.

WORST BIT: Money is hard to come by at the beginning of the game.

SECOND OPINION

► For a *Zelda* veteran like me the new items Link uses are refreshing and make this a more challenging adventure than *The Wind Waker*. It rules! *Mike Jackson*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"LEGENDARY"

95%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



»» The TALKING hat. A hat that specialises in hardly helping at all when you're stuck on a puzzle and tearing your hair out and also letting you shrink to ant-size when you step on special tree trunks. One Link, two worlds. Already it's awesome.



The Picori, as it turns out, are the Minish. To fix the sword they need four elements. Guess what? They're scattered in different corners of the game map in increasingly complex temples and dungeons. The world map is clearer than ever before. There's no fuzzy Mode 7 rubbish here, it's an effective navigation tool. The frustration of being lost in Hyrule is almost completely eradicated and you can devote your brain to solving some of the most dastardly puzzles in the series' history.

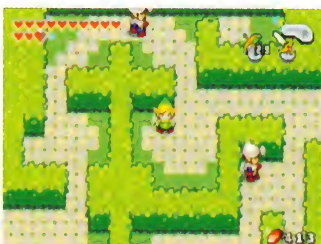
Minish Cap is a tough little



■ Sorry we've ruined this puzzle for you. It was quite tough as well



■ Lily pads. Like ferries but green



■ This is aMAZEing... geddit?

game. There are puzzles in the dungeons that just don't seem to have a solution. But when inspiration strikes you feel like a genius. That's the magic a good *Zelda* game brings into your life.

Some puzzles are totally cerebral, like working out which order to shunt blocks along ice to trip switches in the Temple of Droplets. Some are all about dexterity, such as summoning up three additional Links to run a timed assault course and hit the vital switches. Some simply combine the two.

As mentioned in our preview, Link can summon up other hims depending on what sword he's wielding. As the blade gets better, he can summon more helpers. At times it's like you're playing *Four Swords*, spreading an extra layer of awesome on the

gaming toast. Then there's the garnish of new items. The unfortunately-named Cane of Pacci inverts whatever you

shoot it at, turning arse-lacerating spikes into safe platforms.

Then there's the Mole Mitts.

The Mole Mitts are class. Link slips them on and suddenly he's pulling moves like Wolverine out of the X-Men.

Those bad boys have

Link blasting through walls of dirt like a digging machine. He makes his own tunnels and clears out whole caverns to find hidden chests. We were all ready to proclaim them The Greatest *Zelda* Item Ever, until we filled the very last space on the item inventory screen. Man, is that one worth waiting for.

The last couple of dungeons are absolutely legendary, in fact. You're constantly juggling



Do the splits

It's like *Four Swords*, only not.

■ There's no Titan's Mitt in this game. So what are you going to do when there's a big block in your way? Cry like a woman? No way

guy, don't think so. You're going to sub-divide like a little adventure amoeba of justice. Yes. Yes you are.



You can't get these tiles in Homebase. They are special. Power up your sword on them



When you're powered up, walk over each tile and you create three little helpers



Take your pretend friends over the bridge and give that block some hell

Don't try this at home

Has Tony gone too far with his crazy tricks?

■ Tony's tricks have become wilder and wilder. In *T.H.U.G. 9* he'll be able to ollie over the moon. Look, there's no way you could jump six storeys and land on your board. So, we've given Tony's stupidest moves marks out of ten for realism.



Using an air vent to launch yourself 50ft into the air. Don't think so Tony! **4/10**



Jumping over flaming garbage wouldn't be too hard. Just a bit smelly. **7/10**



A handstand? Yeah, fine. But while your board is on fire? Get real Tone! **3/10**



A massive medieval catapult shoots you skyward. Come off it Tony! **0/10**

"Classic mode is a return to form. It reminds us how we loved *Tony Hawk's*."



■ It's the classic Hip Transfer, just like your granny had recently



whatever. It's funny to see a guy dressed like a Victorian pulling off spine transfers. A few new moves have also been added to the mix, but if we're brutally honest, they're fairly pointless. One is the ability to 'Freak Out' when you bail. After you fall off your board a gauge will appear and you have to hammer **Y** as quickly as possible to fill it up. Do this and your skater will throw a tantrum.

The only benefit of this is that it fills your Special Meter, but it interrupts the flow of the game too much. If you've just bailed a huge combo, you want to jump back on your board and try again, rather

than smashing it up. The other new move is the ability to slow down time. After your Special Meter is full, you press **L** and time slows to a snail's pace. It looks neat, but has little value in the game.

Cynical people will think Neversoft has thrown every possible cool element at *T.H.U.G. 2* to try and make the greatest skate game ever. In some cases it's true and different elements work better than others – it still feels funny to get off your board and walk around. But the Classic mode is a brilliant return to form, that reminds us just how much we used to love *Tony Hawk*. That's the game, not the man.

So, should you buy it?



Yes if...

You know that ollie means to jump, rather than just a nickname for a kid called Oliver.

No if...

You think Tony should quit this skating lark and get a real job as an accountant or lawyer.

You'll love it if you like...

Jumping on a virtual board – it goes without saying *Hawk* nuts will already want it.

GRAPHICS

7

More cartoony characters, but the big cities are spoiled by slowdown.

SOUND

9

A great soundtrack with hip hop, punk and even a Frank Sinatra track.

GAMEPLAY

8

The reintroduction of the Classic mode is genius. Plus, the Story mode's not bad.

LIFE SPAN

9

It's a tough challenge to beat everything and you'll keep coming back for more.

VERDICT

► Although it's not a great leap on from *T.H.U.G.*, Mr Hawk's should be proud of this. There's weeks worth of gameplay here. Just what will Neversoft think of next time? *Rob Burman*



BEST BIT: Collecting S-K-A-T-E and the classic levels like Airport or School. **WORST BIT:** Losing a massive combo at the very last second.

SECOND OPINION

► Running around is bent. I'm all about the Classic mode with the hidden tapes, but it still lets you get off the board. So basically they didn't even get that right. *Dean Scott*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"BAMTASTIC"

89%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Hundreds of tiny Links are killed each day in homes up and down the UK

Smallville

The advantage of shrinkage.

■ There's a lot of small Link action in *Minish Cap*. This is a big part of the reason it is so completely mint. If you're looking for an example of just what sort of crazy magical genius this Minish deal is, you've come to the right place.



These metal geezers don't mess about. They see you, they spring to life and they attempt to end you. Thanks, that's great.



But what's the deal here? This rude boy isn't playing ball. Come on you fool, I need to get through the damn hole.



Wait, wait... BRAINWAVE! Stand on that tree stump over there and say the words that make for some Minishness.



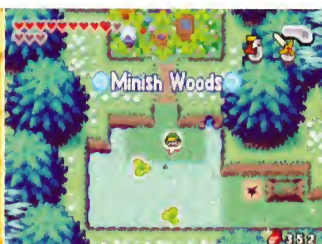
Ha ha! As Minish Link, I'm totally going to climb inside this guy's dirty great head and see what's going down.



Bah! He wasn't even switched on in the first place! Flip the switch and the metallic brute will surely go for me.



Grow back to normal Link size, watch him flicker to hateful life, then slide past. Victory is mine! Stupid ugly robo-pig!



■ Go Minish quick or you may accidentally step on a village



■ Is that an ocarina you can see on the **O** button? Oh yes...

“Outside of the familiar Hyrule Castle, all of the areas are new.”

►►► That means you won't be tempted to quaff your blue health potions on the way.

Is it better? That's a pointless argument. It's different and it's at least as good. That's all you need to know. You don't have to choose between these games. One of them you've hopefully played already and the other you absolutely must play. It's testament to the design genius on show here that a mission to collect three overdue library books fails to see the needle come out of the red on our Magnificence Meter. As you're jumping up and down on a library book wedged in the rafters of someone's house trying to get it to fall to the floor you'll understand this.

Where *Minish Cap* totally canes every two-dimensional *Zelda* is in the little bonuses. As you progress, you find halves of

Kinstones. These come in various shapes and every person in the game has one. If you get the half that matches theirs, something magical happens on the game map. It might only be a golden Octorock that you can slay for 50 Rupees, or it might be something spectacular. Like a beanstalk that takes you up to treasures in the sky, or a chest containing a bigger Rupee Bag. If you get stuck on any part of the game and need some think time, run off and fuse some Kinstones for an hour or so and watch the bonuses pile up.

The icing on the cake are the Mysterious Shells. You keep racking these up and you'll grin like an idiot when you work out what they're for. Anyone who got obsessive over the trophies in *Super Smash Bros. Melee* is going to be in their element when they discover the capsule man in the bottom left corner of Hyrule Town. You feed in shells,



■ We spent ages trying to find some ice for our blue health potion



■ Unless it's five past four on a Wednesday morning, surely this place should be busier

"It's all about being OTT. There's no such thing as sensible in *Underground*."

fire-breathing animal. Turbos, fat exhausts and a few NOS canisters will do the trick at first, but there's always more to do and you WILL spend hours doing it.

That's what separates *Underground 2* from any other racer. Nothing is more satisfying than building up your own kick-ass ride and getting it on the road for its first burn around town. There's no speed cameras or police – it's a boy racer's fantasy.

The handling is much better than before, with more weight in the cars for a meatier feel. And controlling a drift is better too so you can really throw your ride about. You'll be handbraking it into bends and powering it out, leaving a trail of smouldering rubber on the tarmac. The bassy engines and the turbo spitting compressed air as you change gear are spot on. It's sweet. It's the reason you're playing the game.

Underground 2 has taken the *Burnout* approach to boosting. Now, your NOS can be replenished by narrowly missing jumps or doing doughnuts. If you max out your nitro bar your boost will be twice as powerful and last longer than usual. Let rip with all that and your eyes will spin in your head – it's that fast.

It's just a shame EA insist on using a blurring effect when you boost. The graphics are already blurry enough to make it tough to see where the track ahead is taking you. The last thing you need when rocketing along at some silly speed over 100mph, is an effect that

looks like someone's smeared Vaseline on your windscreen.

There's no shortage of tarmac to tear up. *Underground 2* is set in a huge free-roaming city. Your career kicks off at the airport in a car you've borrowed from a friend. You enter races by driving to a marker on a large map, then accepting the challenge. You can just roam around if you want, but you won't because the city looks drab. Martians must have arrived and kidnapped everyone because apart from the odd car, there's nobody about. The idea's a novelty at first,

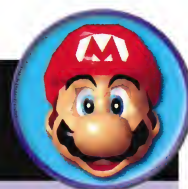
but when all you want to do is race, having to drive to each race just breaks up heart-pumping action.

After a couple of events in your loaned, maxed-out 350Z, you'll need to give the car back to its owner and get your own. With no money, you'll start off in something crappy like a Ford Focus or Peugeot 106.

Compared to the 350Z these motors drive like they're stuck in cement. S-L-O-W.

But win a few races and you'll get a contract with a racing team and that's where things start to heat up. Winning races will rake in the dough and you'll be bolting in the psycho nitro in no time, making virtual magazine covers and getting the cyber-beyaches. Even if they don't look all that sexy in *Underground*'s blocky graphics.

Underground may not amaze in the graphics department, but if you're a street racing nut, this is where it's all at. This might be the closest you'll ever get to blazing around in a super car.



So, should you buy it?

Yes if...

You wish you had a £100K, tyre-chomping hot-hatch to burn around in.

No if...

You're not into turbos, hefty spoilers and Snoop Dogg's bangin' hip-hop choons.

You'll love it if you like...

The original, or drool over the motors in *2 Fast 2 Furious*. This is that film in a game.

GRAPHICS

7

The cars look sharp and shiny. The scenery doesn't. It's pretty bad.

SOUND

9

Cool mix of rap and rock and the cars sound like the real thing. Turn it up.

GAMEPLAY

8

Heavier handling and better drifting. No car damage though, which sucks.

LIFE SPAN

8

Thousands of changeable parts and loads of races. You'll be on it for ages.

VERDICT

► If you're into the street racing culture, *NFS Underground 2* has the cars, the girls and the music. Real car damage and sharper environments would have made this a classic. *Mike Jackson*



BEST BIT: Decking out the maddest car your brain can ever imagine.

WORST BIT: The scenery has not improved one bit over the original. Oh dear.

SECOND OPINION

► With all the mods and the music you're basically trapped in some grease monkey's wet dream. If, like me, you're a bit disturbed by that, stick to *Burnout 2*. *Kingsley Singleton*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"BLAZING"

80%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



■ Break a bone and you'll spend weeks in a virtual hospice. Or not



■ In days of yore, skateboards were stored in the anus



■ If real skating had an arrow, would less people buy Tony's games?

Tony Hawk's Underground 2

Game info

Price: £39.99
Publisher: Activision
Web: www.activision.co.uk
Players: 1-2
Memory: 15 blocks

**OUT
NOW**

Tony started crying like a little girl when he heard they might be going to call this *Bam Margera Pro Skater* or *Jackass On Wheels*. But they didn't.

➤ In the world of Mr Hawk skateboarding is a near-lethal experience. You'll get catapulted across cities, chased by raging bulls, set on fire and have gallons of blood spray out of your battered body when you fall off your board while trying to pull a trick just inches from the ground. But the skaters still refuse to wear a safety helmet!

Another year and another Tony Hawk game hits the shelves, complete with new moves and levels. *T.H.U.G. 2* is the sixth in the Tony series and Neversoft must be worried that the original pro-skater is losing his charm because he now takes a backseat to Bam Margera and the crew from MTV's extreme stunt show *Jackass*. So



expect to find 'hilarious' extreme humour, like people getting hit in the balls, fat men in underpants and midgets. It's something you'll either love or hate.

Story mode is where you'll see Margera and co. in action. As a rookie skater you get kidnapped by Tony and told you're joining the World Destruction

Tour. Meanwhile, your parents worry themselves sick, call the police and a nationwide manhunt is launched to track you down. Tony really should learn some responsibilities before kidnapping teens. The

Story mode then kicks off a series of different challenges in cities around the globe. They're in a *Jackass* style, so you'll have to ollie off piles of dung, decapitate statues and set fire to birds.

But who cares about that when *T.H.U.G. 2* marks the return of classic challenges like collecting S-K-A-T-E or finding the Secret Tape, within a time limit of two minutes. This is Hawk at its best, a quick fix of skating magic that begs you to have one more go when you get close to completing a challenge, but fail at the last nano-second. When you hear that classic 'ker-chung' sound effect as you're shown your goals, you remember just how much you've missed the old-skool challenges.

Getting off your board and walking around is fine. Talking to people isn't bad either. But give us five magic floating letters to collect and we're happier than a girl at a Busted gig. There are even Hawk classic levels like the Airport and the School to play!

If you do accidentally select the Story mode you'll discover that it's not too horrendous. Honestly, it's not. The problem is playing the Classic mode gives

you pure skating action served up in two-minute bursts. Whereas in Story mode the relatively open-ended tasks mean you can be skating around the large cities for some time looking for one final element to complete a challenge.

A typical example are the tagging challenges, when you have to spray graffiti in certain areas. You'll spot the first four with ease, but the fifth and final location is harder to find than Mew in the long grass.

Story mode level has two playable mystery skaters to find. One of these dudes will be riding some form of crazy vehicle, like a rocket-powered wheelchair or a turbo-charged fake bull. Although the vehicles don't handle as bad as *T.H.U.G.*, they never feel as sweet as gliding along on your board. The second secret characters are a lot better. At one point you play as Ben Franklin, the man who 'invented' electricity and er... water or

Ty the Tasmanian Tiger 2: Bush Rescue

It's not just Link who's good with a boomerang.

Game info

Price: £39.99
Publisher: Electronic Arts
Web: www.eagames.com
Players: 1-2
Memory: 1 block

OUT NOW

► "Neighbours, everybody needs good neeeeeighbours..." Sadly Ty's neighbours are not the kind of friendly Aussies who'd welcome you into their home with a cold can of lager and a smoking BBQ in the backyard. No, instead they're nasty lizards who want to blast you with guns and smash you with robots.

Bush Rescue immediately throws you right in the deep end. You're told some nasty lizard dudes are causing a bit of havoc in a local town. "Okay," you think, "this should be a doddle." What you're not expecting is to be right in the thick of animal warfare. Laser blasts whip past, lizards climb into mech suits to cause major havoc and you've got to take them down with just a pair of boomerangs.

Even with these, it was a joy. If only it had continued in this brilliant style. The moment we knew that something was going wrong was when the supposedly super-evil Boss Cass was broken

out of prison. We sat there expecting Cass to be some kind of giant crocodile or maybe even an elephant who never forgets... to KILL! So you can imagine our shock when out of the prison minces a bloody emu-looking thing! That's the bad guy?! Look, the only emu that scares us is one that had Rod Hull's arm stuck up its backside for years. From then on it just got worse.

The intense first level changes into a rather pedestrian platforming affair that constantly fails to live up to those first few minutes. The different missions are varied, but they lack any real sparkle. In one

you have to fetch someone's lunch. Blimey, we have enough trouble making our own. What makes people think we want to do that in a game as well?

One level sees you flying a dynamite-loaded helicopter through a mountain pass. It reminded us of the fantastic *kuru kuru kururin* which is no bad thing. Apart from that though the rest of the missions are 'kill this boss', 'jump up here', 'drive there' or 'find that thingamajig'. In real life, Tasmanian tigers have been hunted to extinction, so we're getting our NOM shotgun ready to finish the job and kill Ty off.



■ *Bush Rescue* is the best-looking Ty game so far. Except for the Bermuda shorts obviously



■ Police brutality knows no bounds



■ Mind those question mark boxes don't smash your pretty little Tasmanian face in, Ty

So, should you buy it?



GRAPHICS

6

Nice and cartoony, but there are some long load times, interrupting the play.

SOUND

7

Fairly pleasant and there's the odd blast of a didgereedoo in there – bonus.

GAMEPLAY

6

Starts off well, but goes off on a terribly pedestrian tangent that spoils the game.

LIFE SPAN

6

There's a good multiplayer racing mini-game, but the rest gets boring.

VERDICT

► What went wrong with this? From playing the first level we thought this was going to be a wicked *Jet Force Gemini*-esque experience. But the fast-paced action is soon swapped for a hackneyed platforming adventure that'll bore anyone who's ever been near a Mario game. *Rob Burman*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"BUSH WHACKED"

68%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Need for Speed Underground 2

Game info

Price: £39.99
Publisher: Electronic Arts
Web: www.needforspeed.com
Players: 1-2
Memory: 7 blocks

OUT
NOV 19th

These cars don't go underground. If they did they'd be mine carts. Maybe they'd have Link or Diddy driving them. Oh yeah, *NFSU2*...

➤ If your idea of fun is strapping yourself into a Nitros-loaded suicide machine on 20-inch wheels, tearing through streets spitting flames and making little old ladies have heart attacks, *Need for Speed Underground 2* will have you foaming at the mouth.

It's all about being over the top. There's no such thing as sensible in *Underground*. You get yourself a car and make it look as much like a UFO as you can. It's not hard – *Underground 2* packs in all of the nutty mods you had in the original and plenty more. There's almost too many.

You can do anything. Want to look like a racing don? Give your ride a new coat of paint and slap on some fly decals. Then add neon under-lights, fat rims, a dirty great spoiler, change the mirrors and make the doors open upwards like on Doc Brown's DeLorean in *Back to the Future*. The cars look wicked. Which is fortunate because if they looked as bland and blurry as the rest of the game there wouldn't be much point in playing.

If you've got plenty of cash you can turn anything from a Peugeot 102 or VW Golf into a



■ Yeah, that blurry effect really makes you feel... well, kind of sick, actually



■ We only went in to have the tyres checked, but we got a bit carried away

Oi! Wanna race?

Do this on the real road and you'll be arrested, okay?

■ As you roam around the streets you'll see rival cars. Rev up close behind them for long enough and they'll want to race you. It's a game of humiliation. You have to burn away from your rival,

leaving them trailing miserably in your wake until they lose you. That's a win. What's cool is that there's no set route. The person in front leads the way.



This sucker thinks he can challenge *NOM*'s power behind the wheel



While he's in front you've got to follow his lead. Don't lose him whatever you do



Get ahead and lead him down some twisty roads. Damn son, try and keep up

The Urbz: Sims in the City

Ironically, playing this will actually make you quite a lot LESS cool.

Game info

Price: £39.99
Publisher: Electronic Arts
Web: www.eagames.com
Players: 1-2
Memory: 107 blocks

OUT
NOW

► Making our Sim urinate in the kitchen was fun, but not really the idea of the previous *Sims* games. We didn't like all that housekeeping stuff. That's for girls. *The Urbz* is different. This time those little people hit the city streets to gain reputation (Rep) and, in time, take over the whole city.

There are nine neighbourhoods in the city, each with its own culture and style. Only one is open at the start, but for each you earn Rep in, another opens.

You start as a nobody – a Newbie Urb – and no punk out there wants to be a part of your crew. Life basically sucks. Choose an area to visit and you're given a set of Rep-related tasks. Getting a job, gaining access to the local VIP Room/Night Club and getting down with the local dress style are the common tasks.

To be cool you have to speak to people, starting off with 'Ice Breaker' chat lines like telling a

joke. If you've got the right threads on they'll dig you more. Then you can follow up with a bit of gossip and if the person likes you, maybe a pat on the back. Eventually, they will join your crew, but you'll have to perform some nutty 'Power Social'.

A power bar appears and good timing will make your Urb do something special like a fly-as-hell dance move or grab the other Urb and rocket into the air like a firework's jammed up their ass. We've obviously misunderstood the rules of society. We didn't think blowing someone up would make them like you.

It's not just about keeping other people happy. Your Urb has got to be in a good mood or they won't be nice to people. We were in the middle of chatting up a babe when our Urb got annoyed 'cos he wanted to listen to music. Then he pushed her and slapped her in the face. EAT IT! Being so engrossed in the girl, we forgot to go to the toilet so he wet himself. The girl left. It was a bad day.

The Urbz may have style and attitude, but it's still essentially the same *Sims* flavour. It requires patience, it's high maintenance and has little action (it's a girls game).



■ She's loving your Jedi-bling look

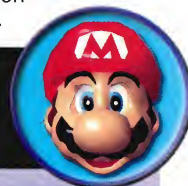


■ All you thrill-seeking gamers beware – this IS as action packed as it looks



■ Dress your Urb up like a fool and make other fools like you. Try this at home, kids

So, should you buy it?



GRAPHICS

7

Reasonable detail in the Urbz' world, but suffers from some horrible slowdown.

SOUND

7

Does the job but EA has mixed *Sims* Talk (babble) with Black Eyed Peas. Ergh!

GAMEPLAY

8

Simple enough for anyone to play, but the camera controls could be better.

LIFE SPAN

8

Even someone as cool as Snoop Dogg would take a while to max out his Rep.

VERDICT

► You'll either like it or hate it. Well, if you're a girl you'll like it. Saying the same stuff over and over again is tedious, but then there's a great sense of achievement when everyone thinks you're the mac-daddy. It's not as satisfying as ACTUALLY being cool though. Like me. *Mike Jackson*

Nintendo

OFFICIAL MAGAZINE UK SAYS

"BLING PLUS SIM"

79%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

PAYBACK

8/10
Cube

80%
Official Nintendo
Magazine



Grenades, mini-guns,
flamethrowers



Cars, helicopters, tanks



11 Cities in Full 3D



4 Player Deathmatch
Link-up

Buy online at www.zoodigitalpublishing.com



GAME BOY ADVANCE

ZOO
Digital Publishing
www.zoodigitalpublishing.com

Published by ZOO Digital Publishing Ltd. © 2004 ZOO Digital Publishing Ltd. ZOO Digital Publishing and the ZOO Digital Publishing logo are trademarks of ZOO Digital Publishing Ltd., part of the ZOO Digital Group plc. All rights reserved. © 2004 Apex Designs. All rights reserved. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo.

"Those dying for a proper RPG on 'Cube have just had their prayers answered."

ToS kicks off with one of the most gorgeous intro videos we've ever seen. The plot revolves around a prophecy about a Chosen One who will one day have to go on a huge quest to awaken a sleeping goddess and regenerate the world from the evil left by a devastating war years ago. Gasp! But the Chosen One isn't a Conan-style warrior with an axe bigger than your body. It's just a young girl called Colette, who's the best friend of the character you control: Lloyd.

Lloyd has no part in the prophecy. He could just stay at home chomping on Haribo and dreaming about owning a Nintendo DS. But being a typical RPG character, he's got a vendetta against the evil dudes – the Desians – and vows to help Colette on her quest to heal the world.

They don't go alone. Joined by classmate Genis and a hired mercenary guy called Kratos, you are armed with a team of fighters right from the start of the game. You only control Lloyd during battles, but with three other pads plugged in, your mates can take part in the carnage. They can't play at any other time though, so *Tales of Symphonia* isn't really a true four-player game.

When playing on your own you can give orders to the other three computer-controlled characters to form a team strategy. Utilising each character's unique abilities takes thought. You can get strong fighters to go on an all-out attack, whilst good magicians can hold back and cast long-distance spells. That's the basic side of it. You can go deeper if you want. You might give an order to a character with a healing spell to automatically fall back and help a team member who falls below 30% health.

With your team set up correctly, battles change from a chaotic mess to an

organised offensive. That doesn't mean you'll never die. The enemies in *ToS* aren't playing a child's game. If you don't have enough revival items your whole team will get their heads slammed and you'll be booted back to the last save point.

Tales of Symphonia can be REALLY tough on you. We're talking Chain Chomp-tough. Battles aren't random, but that doesn't stop an enemy charging at you like an angry bull. And your ninja dodging skills always seem to fail you when you need them most.

You'll have battled your way through dozens of enemies, barely survived a boss battle, only to get your ass mauled by a standard field enemy just before you reach the save point. DAMN IT! You wouldn't want to be in the room with Mike when he loses half an hour's play and tries to break the floor with the controller. SMASHO!

Not being huge fans of traditional RPGs we'd be the first to quit playing if this annoyed us. But we played on, intrigued by the plot and loving the mad battles. *ToS* pulls you in. The story is involving without being overly complex, so even impatient gamers will watch the cut-scenes. The battles are so cool, each time you get a new weapon you'll beam with excitement at the thought of how well it'll crack heads.

Those who've been dying for a proper RPG on GameCube have just had their prayers answered. If you've never played through a game of this sort before, put off by boring turn-based battles, dull plots and lengthy play times, this could bring you into the fold. It proves how enjoyable an RPG can be and it's not a 100-hour chore – you can finish it in fewer than 50 hours. What does that spell in *NOM* language? DOUBLE WIN.



Glorious food

In the land of no takeaways it's D.I.Y. food all the way.

■ As the enemies in *Symphonia* pound you to within an inch of your life, you'll be needing as much health as possible. It's a good job then, that your fighters are also dab-hands at cooking. Not with us? Well, after certain fights you'll get ingredients as spoils which you can then use to prepare food for a swift health boost. Basically it's Chicken Sandwich = life. It makes perfect sense to us.



Green herbs? Who needs 'em? Give us red lemons all day

So, should you buy it?



Yes if...

You want a role-playing game that lets you PLAY A ROLE in battles as well.

No if...

You have no patience for a game that makes you replay sections after dying.

You'll love it if you like...

Final Fantasy: Crystal Chronicles, *Skies of Arcadia* or any game with a good RPG plot.

GRAPHICS

8

Great towns and interior detail, but the fields could look much better.

SOUND

8

Nice melodies and the speech for cut-scenes isn't too bad either.

GAMEPLAY

9

Awesome battle controls and even field play has got pace to it. Never dull.

LIFE SPAN

8

Not too long, not too short. And there are plenty of neat side-quests, too.

VERDICT

► *Symphonia* has an intriguing plot and great real-times battles, giving it enough pace and action to keep you entertained. Endure the difficult parts and you'll be hooked right to the end. Mike Jackson



BEST BIT: The battles. No more turn-based boredom is fine by us.

WORST BIT: A real save-point famine means you'll see a lot of it twice.

SECOND OPINION

► Finally something comes close to claiming the 'Cube's vacant RPG throne. *Crystal Chronicles* was a letdown, but this restored my faith in spiky hair. Kingsley Singleton

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"EXPERIENCE IT"

87%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

What do you get in the
UK's best-selling football
magazine that you don't get
anywhere else?



THE BEST INTERVIEWS!



THE BEST POSTERS!



THE BEST STARS!



THE BEST VALUE!

MATCH! IT'S SIMPLY THE BEST! on sale every Tuesday!

The Lord of the Rings: The Third Age

Someone should make a game out of this one day.

Game info

Price: £39.99
Publisher: EA
Web: www.eagames.com
Players: 1-2
Memory: 10 blocks

OUT
NOW

Under a small tree in Middle-Earth, someone has left a glowing chest. This happens a lot because people in games are careless. They drop stuff all the time, like weapons and life pills – if we had a glowing chest we'd probably keep it safe. Especially if it had some pauldrons in it!

Yes, pauldrons! Now ask yourself if you know what pauldrons are. We had to think back to history lessons in about, oh, 1979. See also faulds and bracers. Thanks to the stylists at EA though, any equipment is added to your virtual dolly, showing you what it is and where it goes – an interactive lesson in armoury. This also makes typing "pauldrons" into Google redundant. They're little pieces of armour, by the way.

Fortunately, there'll be no squabbling over who gets to wear the pauldrons. EA has already decided this for you. Only

certain characters can use certain items and while this is fine in arcade games, it's not inline with the freedom *The Third Age's* RPG looks hint at. We thought we got to choose stuff like that. Never mind, here comes another cut-scene. Woool! This is NOT an RPG, it's a turn-based arcade game welded to a movie.

There's no doubting it looks nice, even if the levels lack the free-roaming appeal you'd expect from the vast expanses of Middle-Earth. Locations you'll see as you follow the Fellowship towards Mordor ape those in the films nicely and the game has

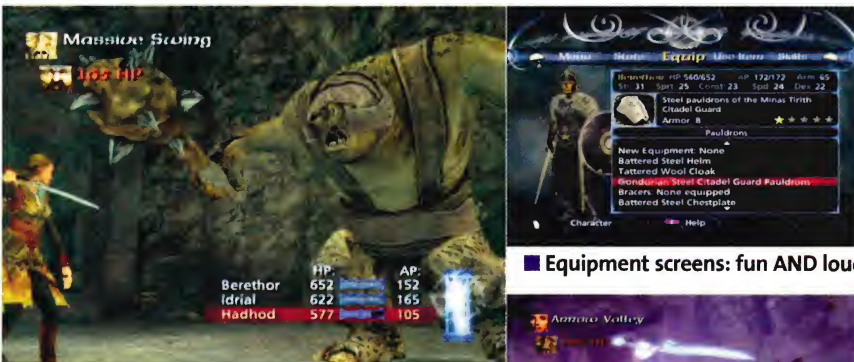
atmosphere, even if the heroes thrust upon you are pale imitations of Aragorn and co.

It's also AMAZINGLY loud. Random battles erupt with an explosive screech sure to stain your sofa and almost every flick of the D-Pad on menus results in a baffling, ear-smashing clang.

All the EA Lacquer™ and over-the-top attention to detail suffocate a lot of the fun. We even used normal attacks to avoid drawn-out special moves. You'll be as worried about setting off ANOTHER cut-scene as you are about bumping into a cave troll.



■ Berethor, cruelly attacks dogs in the park for no reason. Yes, we know it's a warg



■ When this three-year-old troll innocently asks where its swing is, all hell breaks loose



So, should you buy it?



GRAPHICS

7

Crisp but charmless and why is there only one hero representing a party of six?

SOUND

8

Bizarrely loud. The music is perfect though and the orcs grunt like mad.

GAMEPLAY

6

A turn-based co-op? What's that all about? Videos and battle effects obstruct the fun.

LIFE SPAN

6

Not likely to be played all over again when you can basically watch the DVD instead.

VERDICT

► This virtual tour of Middle-Earth isn't for players who like a lot of 'game' in their games, but it retells the story in an attractive, if laborious way. Fans of all things Tolkien-related will probably love it, but the rest may need matches to keep their eyes open while playing. *Kingsley Singleton*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"WRONG WRAITH"

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

67%



■ Lloyd's haircut was so bad it put people off their dinner



■ Here's a side-quest idea – get four-eyes some new threads

Game info

Price: £39.99
 Publisher: Nintendo
 Web: tales.namco.com
 Players: 1-4
 Memory: 3 blocks

OUT
 NOV 19th

Tales of Symphonia

It's got swords, magic, health by numbers and battles that are... **FUN?! It's true and look – no plumbers or Poké Balls in sight.**

➤ Finally, the world is beginning to realise that clicking on words and watching a character slice the air in front of them is **RUBBISH!** RPG adventures like *Paper Mario* and *Tales of Symphonia* are changing – they're taking notice of the small thing in games called **INTERACTIVITY.**

Tales of Symphonia takes all the over-geeky elements of traditional turn-based RPG battles and turns them into real-time, eight-way royal rumbles. The big factor is you have full control over your character. You can move them around freely and hyper-bashing **A** and **B** in different combinations sends your character into a fit of angry chopping combos.

It's far more satisfying than watching your player take a lousy stab after you clicked on the word 'Attack'. When you've got four fighters on your side, all going berserk with crazy magic powers and killer swords, it'll feel more like you're playing a beat-'em-up rather than an RPG. There's so much carnage you can't even see what you're

doing, with flames and lightning bolts flying everywhere. Even better, there are NO random battles to be found. That spells WIN in our language.

Breaking the RPG mould

further, *Tales of Symphonia* actually looks great. Why is it that most 3D RPGs look oversimplistic or just plain turd? Look at *Skies of Arcadia*, *Phantasy Star Online Episode I & II* or *Yu-Gi-Oh! Falsebound Kingdom*. Hardly

GameCube benchmarks are they? *Symphonia's* map screens are a little on the crappy side, but the towns and building interiors boast a stunning level of detail. And the animation in the cut-scenes is amazing.



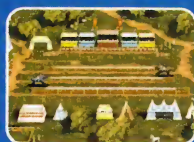
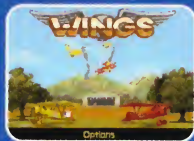
■ This thing reminded us of a chicken dansak. No chapatis though. Shame



■ A steely stand-off – no-one wanted to admit making the bad smell



Old Skool



Out Now On
Game Boy Advance

Buy online at www.zoodigitalpublishing.com

CINEMAWARE

GAME BOY ADVANCE

ZOO
Digital Publishing
www.zoodigitalpublishing.com

Published by ZOO Digital Publishing Ltd. © 2004 ZOO Digital Publishing Ltd. ZOO Digital Publishing and the ZOO Digital Publishing logo are trademarks of ZOO Digital Publishing Ltd., part of the ZOO Digital Group plc. All rights reserved.
Defender of the Crown / Wings are trademarks of Cinemaware, Inc. Defender of the Crown / Wings © 1986-1991, 2002 Cinemaware, Inc. Cinemaware and the Cinemaware logo are registered trademarks and 'Heroes Live Forever' is a trademark of Cinemaware Inc.
Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo.

The Perfect Christmas Gift



Buy someone special a gift pack this Christmas and let them choose which magazine subscription they want to receive. There are 10 packs to suit all your friends and family, from leading magazines for him and her, to individual interests such as Fishing, Golf, Outdoors, Garden & Home and many more. Pack prices start from just £27.99, so you will save money on the shop price.

BUY SECURELY ONLINE NOW!



www.greatmagazines.co.uk/gifts

You must place your order by **14th December** to guarantee delivery of your pack before 24th December. Orders will be dispatched within 24 hours. For full terms and conditions see website. This promotion is brought to you by Emap Consumer Media Ltd.

try to hide from you

Mega Man X Command Mission

Publisher: Capcom
Release date: Nov 19th
Price: £29.99
Players: 1
Game Save: 4 blocks



■ 'Command Mission' is a clever way of saying 'turn-based' without making it seem like a complete piece of filth. This is a weird one, because it's the exact opposite of a traditional *Mega Man X* game. They're all about action and reflexes. This is sedate wandering and suddenly fighting enemies you couldn't see. Why do RPGs still do that? It's illogical. If they're invisible, why don't they stay that way and kick your ass?

While we accept that this is good for what it is, we can't help feeling it's *The Wrong Mega Man Game*. It looks okay, the X universe is interesting and there's a decent amount of depth in the fighting. It even goes in for some of that *Paper Mario* 'press buttons so it seems like you're doing something' combat action. But surely the audience for this is minimal compared to the wave of nostalgia that a release of *Anniversary Collection* would cause?

It's uncharacteristically short for an RPG, but those *Mega Man* action junkies have short attention spans. Numb from years of dodging hellfire with a hero that can't duck. Problem is, this is almost certainly too much of a change of pace to impress those boys. Who will love this little robo-orphan now?



Shark Tale

Publisher: Activision
Release date: Out now
Price: £39.99
Players: 1
Game Save: 15 blocks

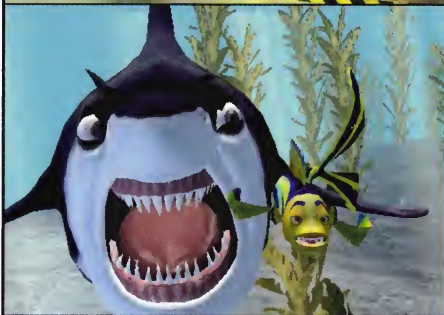


■ Imagine this scene... You're about to tuck into a nice plate of fish and chips. Suddenly the fish, which bears a passing resemblance to Will Smith (if you really squint your eyes) begins spouting lines like "Whassup brother?" or "Wanna party out at my crib?" Now you're scared for life AND hungry. That's just not fair.

Shark Tale is a slightly less terrifying experience. Basically it tries too hard to please. It looks good, but when you get to know it better you realise it lacks depth. There are dancing sections, racing bits, stealthy sneaking, fight sequences and platforming action. So it'll keep your sister quite while you complete *Minish Cap*.

That's a lot of different ideas, but each feels like a poor man's version of some superior game. The dancing missions are less like Beyonce and more like your dad 'getting down' after a few too many pints. There's nothing horrendously wrong with them, it's just they all feel like a cynical attempt to cram as much in as possible.

It's unlikely we'll ever see the film and equally unlikely that we'd ever play this game in our free time. But, if you've got a thing for fish that look a bit like celebrities, you could do worse.



Spyro: A Hero's Tail

Publisher: Vivendi Universal
Release date: Nov 26th
Price: £39.99
Players: 1
Game Save: 20 blocks



■ Do you like running around like a headless moron and collecting stuff? If the answer's yes, why not put those skills to good use – go and get the *NOM* boys 16 pieces of chicken from KFC, eight large portions of chips and six strawberry milkshakes from McDonald's, ten Drumstick lollypops and three packs of Tangfantastic Haribo from the shop. Then you can fetch six cups of tea from the office canteen.

Would you do all that for fun? No, because it's really BORING! You'll have a list of collection errands longer than your arm a mere 15 minutes into *A Hero's Tail*. Get 500 Gems. Get a lock-pick. Get eight Light gems. Get eight Dino Eggs. Are you bored of all the repetition yet? We are. That's what the game is like. Spyro isn't a hero, he should be called *Spyro the Purple Scaly Errand Boy*.

Spyro can now pull himself up onto ledges, do wall kicks and has a new water attack. You can also play as his animal mates, each with their own abilities. But that makes little difference to a game that is basically one big collect-a-thon.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"ODDBALL"

71%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"FISHY"

60%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"SPY LOW"

65%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Game info

Price: £29.99
 Publisher: Rockstar Games
 Web: www.rockstargames.com
 Platform: GBA
 Media: Car save (2 slots)

OUT NOW

Grand Theft Auto Advance

Amazing! First Animal Crossing and now this!

➤ Traffic wardens would have a fit playing this. The LCPD seem to pay little attention to minor traffic violations. You can steam along the pavement in a stolen car, drive on the wrong side of the road or even overtake a police car at three times the speed limit. They won't bat an eyelid. If you know a traffic warden, just keep *GTA* well away from them.

There have been rumours about a GBA *GTA* for some time now and the last time we saw this much mindless violence and general car thievery was on the GBC. So, it was with real excitement that we ripped this out of the box and fired it up.

You start off as a rookie mobster trying to find a way out of Liberty City, along with your pal Vinnie. It starts off pretty well, bumping off gang members and pinching fast cars, but then poor old Vinnie bites the dust when his getaway car goes up in flames. That'll teach him for pinching a clapped-out old Ford Fiesta from a scrapyard. You've got to try and track down his killers and exact bloody revenge.

That's really the bare bones of *GTA* because generally it's so open ended it's almost dizzying. If you get bored dropping off tarts or picking up dodgy packages, then you can do one of

the many side missions. Steal a taxi and you'll get paid to drop fares off around the city or take an ambulance and you have to transport injured pedestrians (probably ones you've hurt while razzing about) to hospital. You can even take cars to the scrapyard to earn extra cash.

Luckily there are loads of vehicles available, including trucks, buses and limos. The smaller ones can be spun around corners using the handbrake, but try doing that with a bus and it'll flip over and explode. When driving a sports car, a little icon in the top-right corner reckons you're travelling 180mph.

Somehow we don't think so! It's fast, but there's no way you feel you're travelling at THAT speed.

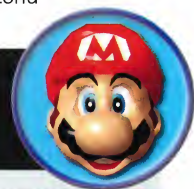
The whole game feels a bit slow at times. There are moments when the action chugs along slower than a milk float, particularly when you're being chased by the police. Plus, the top-down view sometimes makes it hard to see walls and fences. But it's a minor niggle about what is generally a pretty decent experience. Just remember though, kids – it's only a game and taxi drivers couldn't really get away with charging \$427 for a 30 second taxi ride.



■ *GTA* makes car-jacking look simple...

■ ...it's not. We got thumped by a granny

So, should you buy it?



GRAPHICS

7

The cars are colourful, but the top-down view makes for a lot of crashes.

SOUND

7

On foot there's no music, but climb into a car and each one has a different tune.

GAMEPLAY

8

It's not the most moral of games, but the life of a rookie gangster is fun to play.

LIFE SPAN

9

With all the side missions, this is a game that keeps on growing.

VERDICT

> There have been many pretenders to the *GTA* crown, but no-one does it quite like Rockstar. The size of the city and the number of missions makes this a mighty task to complete. If you can overlook the minor problems, like poor visibility, this is a decent purchase for your GBA. *Rob Burman*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

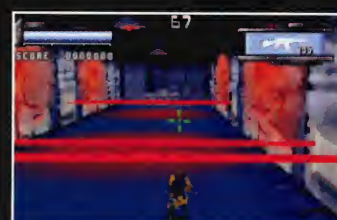
"GANGTASTIC"

82%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

KILL SWITCH

TAKE COVER. TAKE AIM. TAKE OVER.



- 6 levels of tension-filled gameplay equal to those on the PS2 Version
- Complete weapons suite to choose from coupled with a comprehensive training level
- Extended game modes of Normal, Countdown and Star Wars are unlocked as the game progresses

Buy online at www.zoodigitalpublishing.com

namco

GAME BOY ADVANCE



ZOO
Digital Publishing
www.zoodigitalpublishing.com

Where small games

Yu-Gi-Oh! Falsebound Kingdom

Publisher: Konami
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: 11 blocks



Falsebound isn't even a word. If you're going to try that angle, you have to make sure your game isn't about giant caterpillars and turquoise monkeys fighting in fields. But this is.

So you're Yugi or Kaiba. We assume they're significant, but we've never bothered watching the TV show beyond about two minutes. We chose Yugi, guessing that having purple bits in his hair might mean he was better in some way.

There's no intro as such. You read loads of boring text and find out YOU'VE BEEN SUCKED INTO A VIDEO GAME. So you have to complete the game to complete the game, see? How terribly post-modern. We assembled quite the fearsome team of warriors (a dragon, a loser in a green hat and a hairy testicle with eyes) then set off to liberate this imaginary world.

You command your troops on a 3D map that would embarrass an N64, then come together with enemies in turn-based battles. Two lines of three people politely take turns to hit each other. The special attacks look crap and make no sense. How can you possibly electrocute a skeleton? Dry bone doesn't conduct. Someone wins. You're bored. The end.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"TRASH BOUND"

43%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Medabots: Infinity

Publisher: Ubi Soft
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: 3 blocks



Some people like Japanese games for all the wrong reasons. Funny hair? Check. Little robots shooting at each other? Check. Game of the year. What's next? This approach neglects one small factor: playing Medabots: Infinity is about as much fun as eating poisonous glass.

After the standard intro where you do nothing except tap A constantly and read reams of silly text, you and another robot get to have a fight in a field. A deathmatch, if you like. A deathmatch where you take about half an hour to fire one shot and have almost no camera control so can't see who you're supposed to be firing at. Don't worry yourself though, even if you do see them the aiming is like your robot just downed ten cans of Special Brew. Still, at least it's not turn-based.

Luckily, there's more to the game than that. There are also little exploration missions where you have to trek about, open doors and try not to get nuked by static cannons and little robot turtle things with hammers coming out of their backs. Like, classic. While this is going on, a soundtrack cheeps away that's so cheesy it makes the room stink of Camembert.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"ROBOT BORES"

48%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Premier Manager 2005

Publisher: Zoo Digital
Release date: Out now
Price: £29.99
Players: 1
Game Save: Cart (1 slot)



Bloody Arsenal. They win the league ONCE in a row and they think they own the place. "Hi Dean, it's Arsenal. We want to buy Louis Saha. Let's talk!" Let's not, unless the conversation goes: "Here's 15 million quid. We're going to play Henry in goal and feed Pires to a leopard. Deal?"

It's hard to make a management game work on a handheld. Zoo did the right thing making a football manager game rather than, say, an office manager game, but handheld games need to be easily dip-in-and-out-able. On the default setting, one match here takes ten minutes to play out. And all you do is watch a load of shirts buzz about on a radar.

Speed it up and you still spend long periods doing nothing. A little football pops up and spins whenever you're searching for a new player. It's like this GBA game is... loading!? The navigation in and out of the menus is a pain too, and you get the impression that they've tried to be a bit too comprehensive for a handheld game. Hire a commercial manager? Nah!. It should be solely about picking a team and buying players. Nineteen mil for Rooney off Everton? Behave! He's Man Yoo's already!



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"PEDESTRIAN"

62%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

PUT THESE COOL T-SHIRTS ON YOUR CHRISTMAS LIST

At a glance...

- ✓ all T-shirts are Limited Edition
- ✓ all T-shirts are exclusive to the UK
- ✓ all are 100% cotton
- ✓ all are authentic, official and top quality

NEW NEW NEW



GREAT NEW DESIGN!

MARIO JAPANESE
£11.95
(M, L)



Nintendo T-Shirt order form

(please indicate quantity and size below)

Red Mario @ £11.95	Mario Japanese @ £11.95
M <input type="checkbox"/> L <input type="checkbox"/>	M <input type="checkbox"/> L <input type="checkbox"/>
NES @ £11.95	NOM UK @ £9.95
M <input type="checkbox"/> L <input type="checkbox"/>	M <input type="checkbox"/> L <input type="checkbox"/>
Green Luigi @ £11.95	MARIO BROS @ £11.95
M <input type="checkbox"/> L <input type="checkbox"/>	M <input type="checkbox"/> L <input type="checkbox"/>

Please add a total of £2 per order for P&P.

I enclose a cheque/Postal Order for £.....
made payable to Nintendo Official Magazine UK

OR debit my Access/Visa account

Card no.....

Expiry date..... debit the sum of.....

Name

(Mr/Mrs/Miss/Ms).....

Address.....

Postcode..... Tel. No.

Offer subject to availability. Send your order to: Nintendo T-Shirt Offer, P.O.Box 136, Coates, Peterborough, PE7 2FE. Access/Visa card holders can order direct on 01733 840 111 (open 24hrs)



EMAP Active, publisher of NOM UK, shares information about you with our sister companies within the EMAP Plc group and with other reputable companies so that we may let you know about opportunities or services which may be of interest to you. If you DO NOT wish to be informed of future offers, please tick the box ☐

NOM UK T-Shirt, P.O.Box 136, Coates, Peterborough PE7 2FE

Tel. 01733 840 111

You don't want a Mario cap. You want this T-shirt. Fact.

You know Luigi rocks. BE him in this.

Slip into this and feel like one of the NOM boys - late nights optional.

Look! There's more!

FIFA 2005

Publisher: EA
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: Cart (1 slot)



■ England vs. Turkey. The 92nd minute. Owen surges into the box. Recber comes out to meet him, but he squares it to Rooney. That's 11-0. Good night, Istanbul. Or Constantinople. Or whatever.

There are OTHER ways to score in *FIFA 2005*, but why use them when it's this easy? You could force yourself to be more creative, but you'll just find another easy route. We went straight to Professional mode and won the Double first time. We couldn't rule Europe because you have to unlock it and we were a bit bored by then.

FIFA's control and passing, as usual, is too easy – except when it's broken. You'll turn on a sixpence and knock one-twos around, but on throw-ins your boys magically peel away from the ball as if it's a Bob-Omb about to explode in their face.

Nothing requires enough effort to make it satisfying. The Historical Challenge mode can be hard, but it's short-lived, annoying and inaccurate. We had three minutes to beat Bayern 2-1 on THAT night in Barcelona '99. Who scored? Rooney. Oh dear...

Here, the GC *FIFA*'s presentation crutches have been kicked away, leaving a tarty little arcade game so easy you'll be winning every pot going with Crystal Palace.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"THRASHED"

57%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

Teenage Mutant Ninja Turtles 2: Battle Nexus

Publisher: Konami
Release date: Out now
Price: £29.99
Players: 1-4
Game Save: Cart (3 slots)



■ From what we know of the *Turtles*, they're all about kicking ass armed with a dazzling array of weapons that'd make the US army run and hide. So, you can imagine our surprise when we started this, only to be told we had to find our weapons. Not just once, but on EVERY level!

The premise is incredibly flimsy. The Turtles are teleported into space by Shredder and have to find their way home. The problem is they must beam to each new level, leaving their weapons in the last. Frankly, this is a pain in the ass. Until you find a weapon, you're playing a dull stealth-type game, avoiding the bad guys.

Luckily though, between levels the bad guys' brains must get lost along with your weapons. Once spotted just hide in a doorway for a few seconds and they'll forget all about you. If only real life worked like that, we'd pop across to Nintendo HQ, steal every single DS and hide in a doorway until they forgot what happened.

Outside the dull Story mode, there are crap mini-games to divert your attention. Forget the Turtles – try and teleport this as far away from you as possible.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

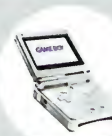
"TURD-LE"

52%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

T.H.U.G. 2

Publisher: Activision
Release date: Out now
Price: £29.99
Players: 1-2
Game Save: Cart (1 slot)



■ "Doctor! I've had a few problems playing *T.H.U.G. 2*. First I broke a leg after trying to grind on a ramp, which I thought was a pipe. Then I snapped my spine mixing up a flip and a grind. And my arms fell off after hitting a ramp at the wrong angle. I'm not the only one? Okay I'll hold."

T.H.U.G. 2 on GBA is like a funny looking girl you're not sure whether you fancy or not. At first you're repulsed by its peculiar looks and the way you interact with it. But gradually you learn to love it and pressing the right buttons becomes second nature.

It's a watered-down version of the GC game, but the basics are still there. The problem is that the simple controls on the GC pad are complicated on GBA. Mainly because some buttons have two functions, like L which is slow down time (a rather pointless gimmick) and flip. Ultimately, it's not as easy to pull off a grind, which flows easily into another trick. The GBA version is also very unforgiving and the slightest mistake will see you face down in the dirt.

Overall this isn't bad, it just takes a lot of getting used to, particularly the isometric view. It's worth persevering, because, apart from actual skating, this is the most board-based fun you'll have on the move.



Nintendo

OFFICIAL MAGAZINE UK SAYS...

"SKATERRIFIC"

70%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

BARCELONA - THE BULLFIGHTER



Grab some tomatoes from the crate near the bridge, then skate down the side of the building with the big glass windows.



After you pass the building you'll see a caged bull on your right-hand side, lob a tomato towards the cage to save the Bull Fighter.

BERLIN - PAULIE



Skate towards the church. Look for a small building to the left of it with a circular window and a yellow ledge running around it.



Enter through a set of double doors and Paulie will be on the roof. Once found he will be waiting outside the building, so you can switch characters.

BERLIN - GRAFFITI TAGGER



Find the four drunken Germans, then skate past them onto the ramp. Go up the ramp then grind along the air conditioning pipe.



Ollie up to the next level and grind along. When you see the ladder get off your board and climb up to meet the Tagger.

PUT YOURSELF IN THE HOTSEAT

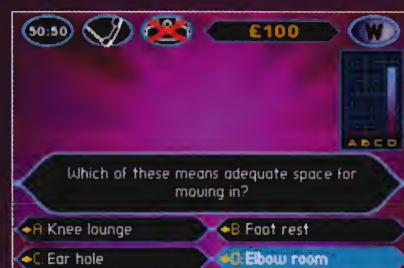
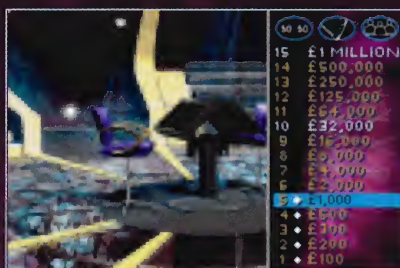
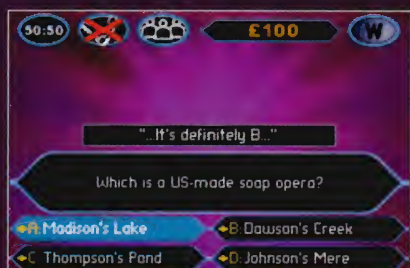


"A cracker of a game."
Daily Star

"Perfect for a long
car journey."
The Sun

2nd EDITION

NOW ON
GAME BOY
ADVANCE



BECOME A VIRTUAL MILLIONAIRE, ANYWHERE!

- ◆ Different question set every time, randomly selected from over 1000 all new questions
- ◆ All 3 lifelines included; 50:50, Phone-A-Friend and Ask The Audience
- ◆ Challenge your friends, who gets closest to the Million Pound Question?
- ◆ Superb graphics and sounds recreate the unique Who Wants To Be A Millionaire? atmosphere

Buy online at www.zoodigitalpublishing.com

celador
international

GAME BOY ADVANCE

ZOO
Digital Publishing
www.zoodigitalpublishing.com

Published by ZOO Digital Publishing Ltd. © 2004 ZOO Digital Publishing Ltd. ZOO Digital Publishing and the ZOO Digital Publishing logo are trademarks of ZOO Digital Publishing Ltd., part of the ZOO Digital Group plc. All rights reserved.
© 2004 Hothouse Creations Limited. Who Wants to be a Millionaire? format created by Celador Productions Limited. Licensed by Celador International Limited. © 2004 Celador International Limited. All rights reserved.
Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo.



NEW ORLEANS - JESTER



Before you release the Undead Skater, or after you save New Orleans from zombies, look for the float driving anti-clockwise around the city.



Get your speed up using the ramps dotted about the town and ride straight towards the float. Ollie over the front towards the Jester.



SKATOPIA - BIGFOOT



At the top of the cliff, look for the tree near the upper entrance to the mine shaft. At the top of the tree there's a chainsaw. Climb up the tree.



Bigfoot will steal your board and skate off down the hill. Follow Bigfoot and you'll find him near the lower entrance to the mine shaft.



SKATOPIA - RYAN SHECKLER



From where you start, go up the hill on the right of the Skatopia sign. Halfway up the mountain, there will be a barn.



Get off your board and climb up the ladder near the double doors. Jump off the ladder when you see an entrance and Ryan will be inside.

PROFESSOR E. GADD'S

Guides



This month: *Tony Hawk's Underground 2* and where to find eleven of the tricky secret skaters. Heki heki!

BOSTON - BEN FRANKLIN



Skate along the street where you start and look for the Town Hall.



On the right-hand side of the building there will be a half-pipe. This is where you'll need to skate to pick up speed.



When you've got enough air, Spine Transfer and smash through the glass into the building. Then chase Ben Franklin out of the door.

BARCELONA - STEVE-O



From where you start, skate straight ahead and look for the building called Plaza Paralela, which is opposite the dragon fountain.



Enter the double doors and Steve-O will be inside, waiting for you on the first floor. After finding him he'll always be waiting outside the building.



Def Jam Vendetta: Fight for NY

I wish people would stop listening to that awful hippity hoppity music and just go for my Dancemaster Turntable 4,000 instead. Anyway, entering these codes on the Password screen will unlock much goodness. Heki!



□ OMG! Don't they know that's dangerous?

CODE...

EFFECT...

GETSTUFF	100 Reward Points
DUCKETS	100 Reward Points
CROOKLYN	100 Reward Points
THESOURCE	100 Reward Points

Heki heki! Each month you can ask me

Q. Prof, I'm stuck on *Splinter Cell* for GBA. I'm on the oil rig where I have to chase a technician, but whatever I do I get the Game Over screen.

Chris Nicholls, via email.

☹ Oh dear, what a problem. You should shoot Piotr four times. Also shoot him when you are both hanging on the horizontal poles. But don't try and shoot at him when he's off your screen.

Q. Prof, how do I unlock the Site multiplayer level on *TimeSplitters 2*? I've tried everything!

Jerry Finlay, via email

☹ Now, you can't have tried EVERYTHING, Peter! Just complete the Story mode on the Hard difficulty setting.



Q. Prof, where do I get the second empty bottle from in *Majora's Mask*?

Lucy Branson, Whitby.

☹ Ah, yabbo! To get this bottle, head to the Romani Ranch at 2am on the First Day and speak to Romani, then follow her into the barn. Now, leave the barn and wait for the UFOs to come from the sky. Shoot them down with your Hero's Bow until Dawn of the Second Day and she'll give you some Chateau Romani inside a bottle!

Q. Prof, I've heard that you can unlock Captain Blue as a playable character in *Viewtiful Joe*. Surely this can't be true?

Daniel McCulloch, London.

☹ Heki heki! Actually it is true, Daniel, but you're going to have to be super tough to be able to unlock him. You'll need to finish the game on Ultra V rating. Good luck!

Heki heki! Want me to help you out? Then send a letter to The Prof's Problems at the usual address. Or email rob.burman@emap.com. Because I'm busy making new gadgets, like the Poltergust 5000, I will only be able to reply to those questions used in the magazine.

Yu-Gi-Oh!

Battling with cards in *Reshef of Destruction* is stupid. I think they should use lasers instead. Enter these passwords in Grandpa's shop.



□ Look at them! Standing around all day, discussing spiky hair...

CODE...

EFFECT...

39256679	Beat Magnet Warrior in shop
02314238	Dark Magic Attack in shop
50725996	Dark Magician Knight in shop
18144506	Harpy's Feather Duster in shop
87210505	Knight's Title
36304921	Witty Phantom
55210709	Lisark
94004268	Amazon Sword

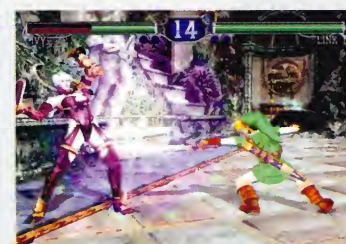
Gadd's Quick Tip

X-Men Legends
Beat the game to unlock the Weapon X version of Wolverine.

PLAYER'S CHOICE

Heki heki! I am in the process of designing my own Hrobotic fighters. One of them is armed with a nuclear toaster and the other has a pair of super-hot curling tongs. They're not as good as the guys in *Soul Calibur II* though.

There are lots of different fighters to unlock in this beat-'em-up classic and here's how to get the best characters and levels. To get the Assassin, beat Weapon Master Subchapter 3 Stage 2. The Egyptian Crypt level can be found by finishing Weapon Master Chapter 8, Stage 5. To



unlock the Lizardman character simply beat every stage in Weapon Master, including the extra missions. Finally to unlock the Labyrinth level, beat Weapon Master Chapter 6, stage 6. Hope these tips are of a high calibre. Ha ha!

AUSTRALIA - NATIVE



Natas Spin the fire hydrant near the crane until water sprays out onto the builder. This will wake him up and send the crane out of control.



It will smash down a wall to the left of the crane. Ollie over the remains of the wall and skate along to find him near the empty pool.

AUSTRALIA - SHRIMP VENDOR



From the start of the level head towards the beach area. Skate along the lower promenade and make your way underneath the lifeguard tower.



There are two blue-tiled entrances. The Shrimp Vendor can be found outside the entrance on your right as you skate towards the beach.

NEW ORLEANS - UNDEAD SKATER



Head through the town centre and go towards the graveyard. Look around the side and you will see five crypts, each with skulls around their edges.



Grind along the edge of each of these to knock off all the skulls. When you release all the crypts the Undead Skater will appear, creating havoc!

PROF OAK'S POKÉ-CORNER

Your Poké-problems solved by the Professor!

Hello Pokémon Trainers! It's sometimes tough to battle your Pokémon or find those HMs you desperately need. But don't fret because each month I'll answer your Pokémon-related questions.

Q. Which is the best starting Pokémon to choose in Pokémon FireRed?

Shannon Jackson, via email

Ah Shannon, you wouldn't believe how many times I've been asked that question. Obviously Charmander, Bulbasaur and Squirtle are great Pokémon for beginners. But I would recommend Bulbasaur because it's powerful against the first couple of Gym Leaders.

Q. My friend told me that Lugia and Ho-Oh are in FireRed and LeafGreen. I said he was wrong and laughed in his face. Now I'm worried he was right.

Tim Jays, Edinburgh

Oh dear Tim, I think you owe your friend an apology. Both Ho-Oh and Lugia are catchable in FireRed and LeafGreen. You'll need the Mystic Ticket, along with Surf, Flash and Whirlpool, to get to their Secret Island.

Q. The other day in FireRed I caught a Kakuna, but it's absolutely rubbish! Please tell me when it'll evolve and what it evolves into.

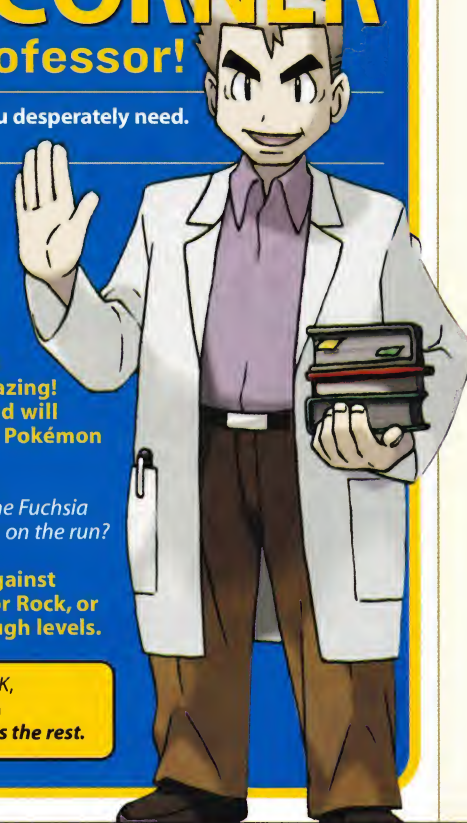
Lucy Wood, Lincoln

I once saw a Kakuna get run over by a steam roller, but it didn't even get a scratch because it was using Harden at the time - amazing! Your Kakuna will evolve at Lv 10 and will become a Beedrill. This Bug/Poison Pokémon is a good addition to any team.

Q. I'm having trouble beating Koga in the Fuchsia City Gym. Which Pokémon will have him on the run?

Alan Finch, via email

Your squad should be strong against Poison Types. Try Psychic, Fire or Rock, or Poison Types if they have high enough levels.



If you want to ask me a Pokémon-related question please write to Prof Oak's Poké-corner, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Or email rob.burman@emap.com. Unfortunately I can only reply to those questions printed in the magazine, because my Mudkip eats the rest.

TOP 5 TIPS

Info-tise your game brain with our top-tip tonic

- 1 POKÉMON FIRERED/LEAFGREEN**
To save time in the Safari Zone, stand in tall grass and just tap the D-pad. You'll turn around, but not waste any time by walking about.
- 2 ANIMAL CROSSING**
To get a massive 30,000 Bells, just visit Tom Nook at his store, ask to speak about other things and enter this: WB2&pARAcnOwnUjMCK%hTk8JhyrT
- 3 PIKMIN 2**
To unlock Louie's Dark Secret movie complete all 30 challenge arenas and obtain a pink flower.
- 4 T.H.U.G. 2**
To unlock Bam Margera's dad as a playable skater complete Story mode on Easy setting.
- 5 TALES OF SYMPHONIA**
To unlock the Mania difficulty setting, complete the game once.

To choose the games you want to see tipped here, email rob.burman@emap.com with your choices. Make sure you put the subject heading Top 5 Tips, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

PlayStation, Game Boy Advance, XBOX, PC CD/DVD, PSP, Nintendo DS, Dreamcast, Game Boy Color

Cheats & Walkthroughs for all these consoles.

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

Advance Wars 2	Jedi Power Battles	Sonic Adventure 2 Battle
Agent Under Fire	Mario & Luigi: S'tar Saga	Sonic Heroes
Animal Crossing	Mario Kart: Double Dash	Sonic Mega Collection
Backyard Baseball	Medal of Honor: R. Sun	Spider-Man: The Movie 2
Baldur's Gate: Dark Alliance	Metal Arms: Glitch in System	Splinter Cell
Beyblade	Metal Gear Solid: T. Snakes	Star Wars: Bounty Hunter
BloodRayne	Metroid Prime	Star Wars: Clone Wars
Burnout	Mission Impossible: O.Suma	Star Wars: Jedi Knight 2
Crash Bandicoot X5	Nightfire	Star Wars: Rebel Strike
Crash Nitro Kart	Pikmin 2	Starfox Adv.
Crush Hour, WWE	Planet of the Apes	Superman
CT Special Forces	Pokemon Blue	Super Smash Bros Melee
CT Special Forces 3	Pokemon Colosseum	Tarzan Freeride
Dave Mirra Freestyle BMX 2	Pokemon Crystal	Terminator 3: Redempt.
Day of Reckoning - WWE	Pokemon Fire Red	The L. of Zelda Maj's M.
Dead to Rights	Pokemon Gold	The L. of Zelda Mst. Q.
Def Jam Vendetta	Pokemon Leaf Green	The L. of Zelda O. Time
Defender	Pokemon Red	Tony Hawk's 2
Diddy Kong Racing	Pokemon Ruby	Tony Hawk's Undergr.
Die Hard: Vendetta	Pokemon Sapphire	Tony Hawk's Und. 2
Digimon Battle Spirit 2	Pokemon Silver	Top Gun: C. Zones
Dragonball Z: L. of Goku 2	Pokemon Yellow	True Crime: St. of LA
Enter the Matrix	Prince of Persia: S. of Time	Van Helsing
Eternal Darkness	Rebel Strike, R. Squadron 3	Viewtiful Joe
Godzilla: Destroy all Monst.	Res. Evil: Code Veronica X	WWE Day of Reck.
Golden Sun	Resident Evil	Yu-Gi-Oh! D.D.M.
Golden Sun 2	Resident Evil Zero	Yu-Gi-Oh! Sacred Cards
Goldeneye	Ruby Pokemon	Yu-Gi-Oh! World C.T.04
Gremlins	Sapphire Pokemon	Yu-Gi-Oh! World W. Ed.
H.Potter & Chamber of Sec.	Scooby Doo: Night of 100 F.	Yu-Gi-Oh! R. of Destr.
H.Potter & Pris. of Azkaban	Second Sight	Zelda: A Link to the Past
Harvest Moon 2: Wond. Life	Serious Sam Advance	Zelda: Majora's Mask
Harvest Moon: Fof M.Town	Sims	Zelda: Ocarina of Time
James Bond 007: Nightfire	Sims: Bustin' Out	Zelda: Wind Waker

Plus Many More...

CALL ME 24/7 I'VE GOT WHAT YOU NEED!

CALL THIS NUMBER NOW

09067 592 474

IN THE UK

CALLS COST ONLY 75p PER MINUTE

Irish Customer Service: 1850 927 197

1560 500 801

CALLS COST ONLY €1.24 PER MINUTE

(Calls from mobiles normally cost more)

Callers must be aged 16 or over. All logos and game titles are trademarks of their respective companies. *Forthcoming releases are added as soon as information becomes available, usually before release. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our 24hr Customer Service: (Local Rate) 0845 0207 505



Tips Lab

Animal Crossing

Speak to Tom Nook and select 'other things' before using a code.

CODE...	ITEM...
vuTcfAHyCSqmWj ZkyTnDUgcjJ&jb	Amber
CashisislkndeS YoshisislandeS	Apato Skull
CashisislandeS YoshisislandeS	Ptera Left Wing
StationisrundY LrationisrundY	Ptera Right Wing
huTcfAHyCSqmWj ZkyTnDUgcjJ%jb	Stego Skull
QtiXglAGfe2AI7 WwBZBBWW#PulBc	T-Rex Skull



That's the face of a bone-thieving code cheat

Gadd's Quick Tip
Donkey Kong
To clap faster just blow into the microphone, rather than actually clapping.

Tiger Woods PGA Tour 2005

Yabbo! I invented rocket golf balls. If only I could find where they land. Enter these on the Password menu.



Singing sensation and all-round ladies' man, Justin Timberlake – only partially less annoying in virtual form

CODE...	UNLOCKABLE...
NIGHTGOLFER	The City Rooftops skill zone
91treSTR	Adidas items
cgTR78qw	Callaway items
CL45etUB	Cleveland items
YJHk342B	Nike items
kjnMR3qv	Odyssey items
R453DrTe	Ping items
Bri3498Z	Precept items
THETENNESSEKID	Justin Timberlake
THEWORLDISYOURS	All courses

Gadd's Quick Tip
Star Wars Trilogy: Apprentice of the Force
Complete the game to unlock a level-select option.

Madden NFL 2005

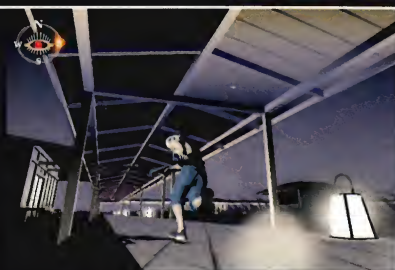
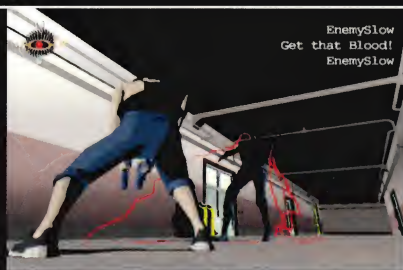
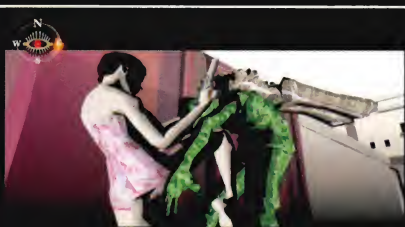
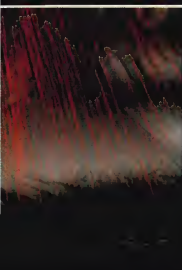
Enter these codes on the cheat menu. All my footballs explode...

CODE...	EFFECT...
B61A8M	Unlimited pass range
I76X3T	Unlimited field goal range
M89S8G	Award Points for interceptions/sacks
R14B8Z	Opponent fumbles increase by 75%
X78P9Z	Can't fumble or throw interceptions
Y59R8R	Your QB can't get sacked



Don't catch it! It's the E. Gadd exploding variant

For These...



Killer 7 (GC)

It seems like we've been waiting for Capcom's seriously screwed-up *Killer 7* for years now. We're still not sure exactly what it's about, apart from the fact you control seven different split personalities of an assassin. But what you CAN be sure of is that it's shaping up to be one of the bloodiest games on GameCube yet. There's more claret than a cheap horror film! These screens only create more questions about what exactly is going on in *Killer 7*. What's with all the weird-looking monsters? Has there been a breakout from the costume department of the latest *Godzilla* film? We think there's going to be a mix of third-person exploration and first person shooting, but the rest is hidden in the murky depths of Capcom's development brain.



Yabbo! I dream about being a bounty hunter in space. I'm so jealous of Samus' space ship, I've hunted down these tips just to annoy her.



Metroid

[SPECIAL]

Metroid Zero Mission

I get deja-vu playing this game. Perhaps I've left my time-travelling slippers on?

UNLOCKABLE...

HOW...

Hard mode	Beat the game in Normal mode
Original <i>Metroid</i>	Beat the game once
Sound Test	Beat the game on Hard mode
Best ending	Finish in less than two hours with 100% of items

Metroid Prime: Power Bomb locations

I once invented a Power Bomb that blew up when you thought about it. Unfortunately it exploded and destroyed my lab one day when I was watching *Speed*.

AREA...

HOW TO FIND IT...

Chozo Ruins – Magma Pool	Grapple Beam across the lava pool. Lay a Power Bomb where you land
Phendrana Drifts – Ice Ruins West	Jump around the room on top of the buildings. You'll find a hole in the top floor of the structure, covered in ice. Plasma Beam it to open
Phendrana Drifts – Security Cave	In Phendrana's Edge, climb your way to the top. Roll through into the Security Cave
Magmoor Caverns – Warrior Shrine	Use a Power Bomb on the floor near the Chozo Statue. Scan to find the weak spot

Metroid Fusion

I once became fused with a soldering iron after creating the Cake Baker 2,000.

UNLOCKABLE ENDING...

HOW...

Samus in a bar	Finish in less than two hours with 100% of items
Samus walking around a city	Finish in more than two hours with 100% of items
Samus sitting on a rock	Finish in Easy mode or in more than four hours
Samus in her blue jumpsuit	Finish in less than two hours with 15% or more of items



Metroid (NES)

I used to call my mum Mother Brain. I think that's where I get my supreme intellect from. She lived in a tank just like Samus's arch enemy, but kept eating my all nuclear-powered goldfish.

CODE...

EFFECT...

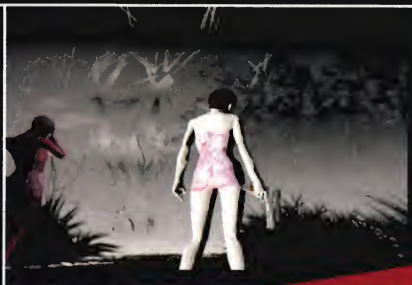
X-z-uj lls0W0 fVvweG 000WNr	215 missiles, five energy tanks, all power-ups and both mini-bosses dead
X- - - - N?WO dV-Gm9 W01GMI	Best ending
NARPRAS SWORD0 000000 000000	Invincibility and infinite missiles
NARPRAS SWORD0 000003 037251	Invincibility, infinite missiles and Ridley and Kraid both dead

Viewtiful Joe 2 (GC)

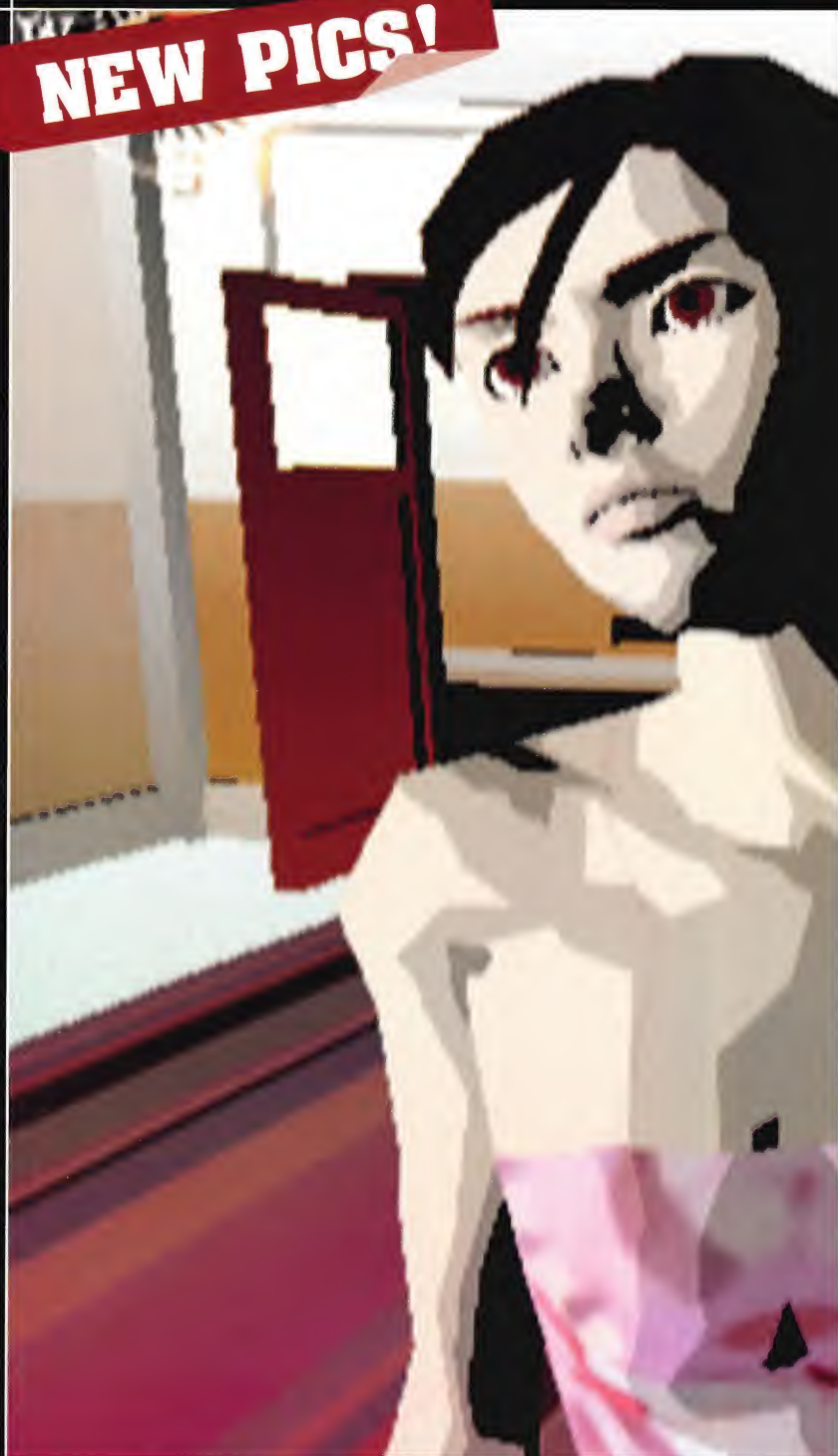
There are still people out there who wake up in the middle of the night drenched in a cold sweat screaming about robots. The reason? The fact that *Viewtiful Joe* was so super tough. You needed ninja reactions to be able to steam through the hordes of baddies and psychopathic bosses. Looking at these new screens of one of our most anticipated games ever, it's clear to see that Joe is going to need the help of the gaming gods to get through the levels. We say you should invest in some tiny little weights to limber up your fingers, ready for the skills you're gonna need.



We Can't Wait



NEW PICS!





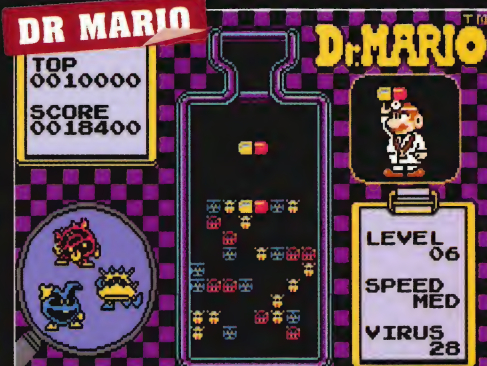
Mario Party 6 (GC)

What game has Mario riding a snowboard, catching bananas from trees and spinning a giant fruit machine? Only *Mario Goes Banana Collecting on a Snowboard Fruit Machine 4*, a game which was never released outside of Kingsley's mind. That, and *Mario Party 6*. It seems the *Mario Party* series has been around for ever, but we think this looks the best yet. Each mini-game looks so colourful, you're probably going to have to wear sunglasses to play it without squinting all the time. It'll be hard for this to better any of the *Wario Ware* games, but we're keeping our fingers crossed.



Classic NES Series 2 (GBA)

"Look at the graphics, they're rubbish!" That's what an idiot might say when they see these shots. You know they're wrong and so do we, because this rocks! The second batch of 8-bit magic from Nintendo features the first *Metroid*, Link's second SIDE-ON adventure game and early vamp killing with Simon Belmont. Get them for your GBA and live Nintendo history. We're growing mullets ready to transport ourselves back to the '80s.



RACING GEARs ADVANCE



It's not when you finish... It's If.

Kick your racing experience into high gear with *Racing Gear's Advance* for the Game Boy Advance! Race like a pro as you power-slide through tough turns and take hidden shortcuts to reach the finish line! Feel the exhilaration of stopping another racer in their tracks with a well-placed rocket! But be sure to bring the right tires, as the Racing League continues whether rain or snow! Team up with your friends for multi-player racing action!



ZOO
Digital Publishing
www.zoodigitalpublishing.com

GAME BOY ADVANCE

86% - The perfect GBA racing game
- Official Nintendo Magazine

Buy online at www.zoodigitalpublishing.com

Published by ZOO Digital Publishing Ltd. © 2004 ZOO Digital Publishing Ltd. ZOO Digital Publishing and the ZOO Digital Publishing logo are trademarks of ZOO Digital Publishing Ltd., part of the ZOO Digital Group plc. All rights reserved. © 2004 Orbital Media, Inc. *Racing Gear's Advance* is a registered trademark of Orbital Media, Inc. All Rights Reserved. Licensed by Nintendo. TM, (R) and Game Boy Advance are trademarks of Nintendo. © 2003 Nintendo. Lotus Elise, Lotus and the Lotus Roundel are registered trademarks of Group Lotus plc and are used under license by Orbital Media Inc. All manufacturers, cars, brands featured in this game are trademarks and/or copyright materials of their respective owners.

| Fire Emblem 2 (GBA)

We've spent countless afternoons in the *NOM* office debating which is better – *Advance Wars* or *Fire Emblem*. Tears have been shed and blood has been spilled when the arguments get really heated. But one thing is certain, *Fire Emblem* is easily one of our favourite-ever games on the GBA.

Japanese gamers have been playing through the *Fire Emblem* saga for ages. They're up to about *Fire Emblem 86* – or perhaps not. What will this new outing produce? Clashing swords, men being slain and the whole *NOM* team growing Gandalf beards for next issue. Probably.



| Kingdom Hearts (GBA)

Just ignore the Disney characters on those screenshots for a minute, 'cos this is an engaging RPG from the guys behind *Final Fantasy*. Who would have thought that Winnie the Pooh could lay the smack down? Not us, that's for sure.

In typical RPG style, you play a young boy with spiky hair who has to take on the forces of evil. Along the way, you team up with all manner of different Disney characters, including Aladdin's genie, Donald Duck and Goofy. We can't wait to hear Winnie screaming "Eat this, bitch!"



...501...502...



TAKE THE FROSTIES
FOOTBALL CHALLENGE

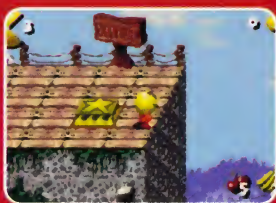
THE PAC IS BACK!



- Join Ms. Pacman in her adventure to rid the world of the dark forces from Haunted Halloween!



- Chomp into action as the legendary Pac-Man battle to save his friends in the quest of a lifetime!



Buy online at www.zoodigitalpublishing.com

namco

GAME BOY ADVANCE

ZOO
Digital Publishing
www.zoodigitalpublishing.com

ZOO Digital Publishing and the ZOO Digital Publishing logo are trademarks of ZOO Digital Publishing © 2004 ZOO Digital Publishing Limited. All rights reserved. ZOO Digital Publishing is part of the ZOO Digital Group plc.
© 2004 DSI Games Inc & Namco HomeTec Inc. All rights reserved. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo.

A SUBSCRIPTION TO **NOM UK** THE GIFT THAT LASTS ALL YEAR



£9.97 ONLY
Every 3 Months!

FREE EXCLUSIVE NINTENDO T-SHIRT

These shirts are 100% cotton and come in 3 styles and different sizes



PLUS! ORDER BEFORE **DECEMBER 7th** TO RECEIVE
A PRESENTATION PACK - SO YOU'VE
SOMETHING TO OPEN ON CHRISTMAS DAY!

PASS THIS FORM TO YOUR PARENTS or any of Santa's little helpers to get what YOU really want this Christmas!

SUBSCRIPTIONS ORDER FORM

- ☐ Yes, I'd like to order 12 issues of *Nintendo Official Magazine UK*
☐ I'd like to extend my subscription to *Nintendo Official Magazine UK*

XMA1

My subscription number is (if known) 0000

YOUR DETAILS

Mr/Mrs/Miss/Ms ☐ Initial ☐ Surname

Address

Postcode

Tel. No (inc. STD code)

Email

OFFER 01 (Please indicate shirt size below - Medium or Large)

- ☐ I'd like to pay £9.97 by Direct Debit every three months and get my FREE T-shirt
MARIO M (E30) ☐ L (E31) ☐ LUIGI M (E32) ☐ L (E33) ☐ NES M (E34) ☐ L (E35) ☐

Instruction to your bank/building society to pay by Direct Debit



Account in the name of

Name of bank/building society

Address

Postcode

Account no. Sort code

Please pay EMAP Consumer Magazines Ltd Direct Debit from the account detailed in the instruction subject to the safeguards of the Direct Debit Guarantee. The Direct Debit Guarantee: If the amount be paid by Direct Debit changes you will be told of this in advance by at least ten days. If an error is made by EMAP Consumer Magazines or your bank/building society, you are guaranteed a full and immediate refund from your branch. You can cancel a direct debit at any time by writing to your bank/building society and sending a copy to us.

Signature Date

OFFER 02

- ☐ I'd like to pay £39.90 by Cheque/Switch/Credit Card and get my FREE T-shirt

MARIO M (E30) ☐ L (E31) ☐ LUIGI M (E32) ☐ L (E33) ☐ NES M (E34) ☐ L (E35) ☐

PAYMENT DETAILS

- ☐ I enclose a cheque for £..... made payable to: Emap Active

OR ☐ Please debit £..... from my...

Please tick one



Card Number

Switch/Delta only

Issue number

Expiry Date

Valid from

Signature

Date

- ☒ Place your completed order (photocopy acceptable) with payment in an envelope and send to our FREEPOST address (no stamp needed):
Emap Magazines, FREEPOST (EDO 3995), Leicester, LE87 4AZ

■ Closing date December 10th 2004. The minimum term of this offer is 12 issues. Offers are limited to the UK only and cannot be used in conjunction with other offers. Overseas prices available by calling 00(+44) 1858 438 828. Please allow 28 days for delivery of your T-shirt. Emap Active may contact you about other offers, or pass your name, address or email to other reputable companies whose products and services may be of interest to you. Please tick this box ☐ if you DO NOT wish to receive such offers or mention when calling. Calls may be monitored for staff training purposes.

| The Legend of Zelda: Four Swords Adventures (GC)

You want some four-player *Zelda*, don't you? Are you already fighting with your mates to decide which colour Link you'll be? Someone's got to be the pink one, see? So you better decide who's going to get in touch with their feminine side. Next month it's time for the review, but until then you'll have to drool over these screens. With its mix of GBA graphics and *Wind Waker* flourishes, *Four Swords* is so full of charm it hurts.



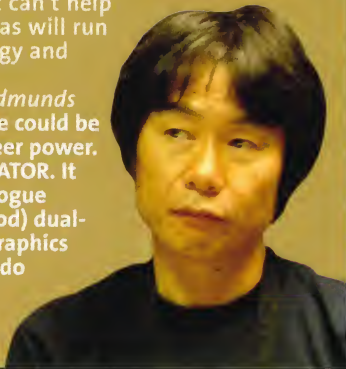
There's no limit to fun

STAR LETTER

Nintendo is revolutionising gaming as we know it with the DS, but I feel that the technology is moving too fast. The DS will provide us with wireless connectivity, dual screens and a stylus. With the Nintendo Revolution coming soon, everyone expects the new console to also include innovative ideas. I just can't help feeling that soon all ideas will run out and gaming technology and ideas will reach a peak.

Alastair Stewart, Bury St. Edmunds

Consoles are so powerful we could be nearing that in terms of sheer power. But Nintendo is THE INNOVATOR. It invents crazy stuff like analogue sticks, rumble paks and (good) dual-screen games. Even when graphics can't get any better, Nintendo will still be dreaming up new ideas that'll thrill the ass off gamers.



Who says the Revolution will use a TV? It might not connect to your TV at all. We agree that the DS sets a new standard in innovation that'll be tough to surpass, but if anyone has the brains to come up with an even more awesome games machine, it's Nintendo.

Michael, you basically wanted Nintendo to remake the original on GameCube. That would be a bit crap. We bet people will be blowing steam out of their ears as they read your letter. Careful, or Rob will be round to batter you with an army of Red Pikmin.

>> Leaving the dark side

I was blind. But now I see. About a year ago I owned a PS2. I shudder at the thought now, but when I made new friends in school I saw the light that is Nintendo. Playing games is about FUN. I traded my PS2 for a GC and never looked back. Nintendo's multiplayer games rule.

Will Barr, Horsforth

When it comes to multiplayer games, you can't beat GameCube. *Smash Bros. Melee*, *Mario Kart Double Dash*, *TimeSplitters 2* and *Wario Ware* are some of the most amazing multiplayer games ever. And your life will change forever when *Four Swords* hits the UK.

>> Melee is CRAP!

Nintendo messed up with *Smash Bros. Melee*. There were too many weak and pointless fighters, like the Ice Climbers. They should've brought back the old levels and the classic moves like Mario's spin-kick instead of his new punching move. Plus it's too fast. It needs to be slower like the original.

Michael Powrie, Edinburgh



>> Wario Ware 3D

Wouldn't it be great if Nintendo made a fully 3D version of *Wario Ware* on the GameCube. It would be great to see bits from 3D games like *F-Zero X* and *Mario Kart 64*.

Imagine a *Luigi's Mansion*-based mini-game called Suck Up. Wouldn't that be brilliant?

Tom White, Billericay

The mini-game would be great but you should probably think of a better name for it. *Wario Ware 3D* would be great. You could be shooting Space Pirates in *Metroid Prime* one second and grabbing Rupees in *Ocarina of Time* the next.

RUNNER-UP

>> Sonic in SSBM: the verdict

I love Sonic and I'd like him to fight Mario or Link, but *SSBM* is about NINTENDO, not Sega. The best we can hope is that Ninty makes a new game like *SSBM* with Nintendo and Sega's all-stars combined.

Thomas Byrne, Castlebar

Wise words, Thomas. We've seen games like this in arcades before: *Capcom vs. SNK*, *Street Fighter vs. X-Men* – they're great titles. After a four-month feud over Sonic being in *SSBM*, we'll let Thomas close the case.

Ask the Deku Tree!

Q: Will Nintendo ever make a GameCube *Pokémon* game that's like the GBA adventures? I hate *Pokémon Colosseum* 'cos you can't wander around in grass catching wild Pokémon.

David Hart, St Ives

A: Nintendo haven't revealed any plans of that sort yet. But so many people want a 3D *Pokémon* adventure that's like the handheld quests, one-day it might just happen. Next time I see the fortune-teller from Kakariko Village, I'll ask her.



Q: Oh, mighty Deku Tree, are ocarinas real? If they are, where in the world can I get a *Zelda* one?

George, via email

A: Mike saw some in a marketplace in Seattle, USA. Can't go? Oh. Well, a quick search on the internet in Google will do the trick. There are plenty of sites and they also appear on eBay quite frequently.

Q: I can't believe *Super Mario Ball* was given such a low score. 60%! That's RUBBISH! Maybe that Chris Kohler bloke has some kind of underlying hatred for pinball. Maybe he's CRAP at it. Please tell me it's actually a great game.

Richard Fenwick, Edinburgh

A: I won't because it's not. Kohler's words are true. No-one's stopping you from buying the game if you REALLY want to, but don't blame us when frustration takes over your mind and you slam-dunk your GBA down the loo.

Q: I was reading a letter in Quill's Mail in issue #145 which mentioned Tim's secret in the crossword in issue #143. I looked back and noticed that it says TIMEATSPOO. So the question is, does Tim actually eat poo, Mr. Deku Tree?

Kyle Johnston, Bonnybridge

A: No, but it's funny isn't it? Why do you ask – do you eat poo? Did you want to form a poo-eating club with Tim? Don't eat turd. It's bad for you and doesn't taste like sheesh kebab, no matter how similar they look.

Q: *The Wind Waker*, *Soul Calibur 2*, *F-Zero GX* and *Mario Party 5* have all gone Player's Choice. BARGAIN OVERLOAD! Which one should I get?

Tim Errington, via email

A: They're £20. Get them all! If you can only get one, you should get the one that features a big handsome tree. *The Wind Waker* gets my vote.



**FREE
2 ISSUES
PLUS YOUR NINTENDO T-SHIRT**

Get what
you want this
Christmas...*

*(Not a copy of FIFA 2004 your
gran thought you'd like)

... A SUBSCRIPTION TO **NOM UK** AND A FREE T-SHIRT!

■ Every month's **NOM UK** delivered free to your door, normally before it hits the shops.
■ A **FREE** gift every month, including exclusive Nintendo

GameCube merchandise.

■ Your choice of a **FREE** Nintendo T-Shirt.

■ Be the first to get the inside knowledge on all the latest

Nintendo GameCube and Game Boy Advance news, reviews, previews, hints, tips and cheats.

■ ... and just think – you'll never face missing another issue... ever!

NO-ONE GETS YOU CLOSER TO NINTENDO

OFFER 1



Pay only **£9.97** every three months by **Direct Debit** (saving 16%), plus your choice of an exclusive Nintendo T-shirt!



OFFER 2



12 issues for £39.90 (that's 12 issues for the price of 10) as well as your choice of an exclusive Nintendo T-shirt!



THREE WAYS TO ORDER



click



phone



post

Easy ordering online@
www.greatmagazines.co.uk
(overseas readers order here)

0870 124 1010

Calls at local rate, Quote: **XMA1**

Order lines open 8am-9.30pm (Mon-Fri), 8am-4pm (Sat). Your call will be charged at local rate. UK orders only.

Emap Magazines
FREEPOST (EDO 3995)
Leicester, LE87 4AZ

WHAT ARE YOU WAITING FOR?



Spotted!

RUNNER-UP

Scotto a lotto of Deano we've gotto

I was in the car with my dad when we drove past this sign, so I screamed at him to stop. It instantly made me think of Dean. Maybe it was because of the clown. *J Faughnan, Castleknock*

The real Scottsville is a power-guzzling house in Corby. Inside, *Super Mario World* is soldered into a Super NES next to the FIVE 'Cubes. If Earth runs low on 'lecky, it'll be Dean's fault.



>> Nintendo: games for real men

I've heard people saying that Nintendo's games are far too easy. People who say that obviously haven't tried the NES Classic Series version of *Ice Climber* on the GBA. I bought it recently and I can tell you it's tougher than eating a bowl of nails without milk! The later levels will wipe any smirk off the face of someone who thinks Nintendo is for babies. *Jack Markwell, South Yorkshire*

The complaints are not without reason – *The Wind Waker* was a bit on the kiddo side and being able to hover with the FLUDD in *Mario Sunshine* made it easier. *Metroid Prime* is solid though, and if you can finish *F-Zero GX* on Master mode, you're a ninja.

>> New karting superstars

I absolutely adore *Mario Kart* – I've got *Super Mario Kart*, *Super Circuit* and *Double Dash*. But why does Nintendo just keep using the same characters in each new *Mario Kart* game? Why don't they put in every single character from the Mario series for once? *Nick Claxton, via email*

Nintendo only uses the most popular Mario characters in the *Mario Kart* series. That's a must. We think putting in EVERY single character in the game would be a bit over the top – mainly because there are hundreds. Although Shyguys are THE DUDES and they should get a kart all to themselves.



Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at www.clubnom.com and here's just a small selection of your ramblings:

* The next SSBM should include Bowser JR. He could do wicked moves with his brush!

* Cant b-leave only 3 issues 2 da big 150!

* def jam fight for ny is the best fighting game ever made.

* Hew im a dog that pees on trees. my dad is spiderman. do i have his powers to?

* DMG animal crossing is soo good. I Wish I cud get it but I'm saving up 4 Paper mario 2!

* ive been playing alien hominid on the net its wicked i cant wait 2 buy it

* my big sister (22 years old) really fancies Tim Street. Her name is Sandra, she blonde, blue eyes, shes not fat and single!

A HERO FOR THE NEXT GENERATION

Send us your pictures of a brand-new Nintendo superstar!

Mario, Luigi, Link, Pikachu and Samus have all been around for years. They are the superstars of Nintendo, and the most successful video game celebrities of all time.

They are the product of genius game-making minds at work. Now we want you to design your very own gaming superstar.

With new Nintendo consoles on the horizon, Nintendo is hard at work on tons of great new games to keep our game-fingers busy for years to come. We all expect Nintendo's biggest stars to make a welcome return, but what about new characters? We want you to get your pencils at the ready and use your crazy Nintendo-filled brains to create a new hero that you think would be great in an awesome new game.

We don't want to see the head of Mario strapped to the body of Samus and the legs of Sonic. That's called copying. We want to see totally NEW heroes, cartoony or realistic.

Nintendo games are colourful. And we want COLOUR PICTURES please. Black and white pictures won't make the cut. And large pictures are nicer – if you can, use A3 sized paper. Unleash your artistic side. Create a masterpiece. We'll show the best ones in a future issue of NOM and you may win a prize.

Don't forget... draw your all-new Nintendo hero in colour!



Send us your entries by Dec 6th

Email: nintendoletters@emap.com (mark entries 'My Hero')

Post: 'My Hero', Quill's Mail, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Don't forget to add your name, address and phone number!

Quill's Mail

SPONSORED BY
Nintendo



The best letters win prizes. The worst ones are pecked to death.

Get in touch



EMAIL

nintendoletters@emap.com



POST

Quill's Mail, NOM UK,
Bushfield House, Orton
Centre, Peterborough,
Cambs, PE2 5UW



SMS

Send 'TXT', add a space then
your text. Send it to 84070

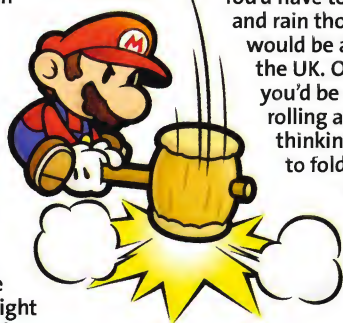
WIN! WIN! WIN!

Wise words and amazing art
will win copies of *Zelda: The
Minish Cap*. The Star Letter
also gets the SWEET
Limited Edition
Zelda GBA SP!



>> What do mums know anyway?

Hi NOM! Why do Nintendo release so many different Limited Edition GBA SPs? My mum always says what's the point of buying the same console twice if they don't actually do anything different? Jonathan Deboise, London
Your mum hasn't got a Nintendo brain. She can't see the logic. You can tell her it's because they're WELL COOL. Look at the Legend of Zelda GBA in the shops now. It DEMANDS that you buy it. Of course, if the Pink one is more your type, you might want that instead.



>> Paper Phil

In my anticipation for *Paper Mario 2*, I can't help wondering why we are cursed with 3D bodies. I wish we were made of paper, too. You could make copies of yourself and send them to work or school. Life would be like a dream. Provided you're not overshadowed by a giant, paper Bowser...

Phil Maund, Hartley

You'd have to avoid wind and rain though, which would be a nightmare in the UK. One minute you'd be out in the sun, rolling around and thinking about how to fold yourself into a Ferrari, then it'd pour down and you'd turn into a heap of wet mush on the floor.

>> Dirty rotten cheaters

I don't get why people like cheating. Sure, it's nice to unlock extra features and all that, but after developers put so much effort into a game, it goes to waste if you cheat past it. It's basically a hollow victory. By the way, Tim, eating poo is just plain SICK. Do not question the wisdom of the wordsearch in issue #143.

Ben Blacklee, Waldron

Well said. The beauty of playing games is the challenge. Classics like *Ocarina of Time* and *GoldenEye 007* wouldn't be classics if they hadn't challenged our brains for months. And as for the all-telling wordsearch, Dean's very proud of his creation. Mike and Tim are plotting their revenge...

>> Let's annoy Resetti

In issue #144, you spoke about Resetti the mole, who appears when you don't save before hitting reset. I spent an hour trying to push him to the limit of his fury. Then he threatened to erase my game! Is it safe to keep pushing him, just for a laugh, or should I quit while I'm ahead?

Josh Gardner, via e-mail

The first time Resetti pretended to delete Mike's saved game, he went as red as a Red Pikmin after a shot of Ultra Spicy Spray. He nearly fuzzed the controller into the telly. But Resetti is all talk. He can't do any real damage. But we've never tested him further. He might jump out of the telly and strangle you.

>> Virtual Boy 2

I've been reading people's letters about the Nintendo Revolution and everyone seems to be missing the obvious. What's the only type of game that nobody has managed to make successful? Virtual Reality. The Virtual Boy failed, but with more advanced technology Nintendo could make its Revolution the first GOOD virtual reality console for the home.

Philip Donkersley, Wilmington
What the Revolution will be is anyone's guess. At this moment in time there's no obvious answer. A headset-based machine that doesn't give you a banging headache after ten minutes would be ultra cool. The NOM boys will be all over the Revolution next year. Roll on E3 2005.



>> DS IS the revolution

Once the DS is out, the Revolution will be the console on everyone's minds. But how revolutionary will it really be? You can't get a touch-sensitive, dual-screen TV (that I know of). Surely it's going to be tough for Nintendo to improve on the quality and innovation that it has achieved with the DS.

Samuel Vines, Ryde

Game or Lame?

RUNNER-UP



Every month, we run our Big, Bad Official Eye over your efforts at game making. Impress us or else...

Super Mario World: Bowser's Revenge

by Alan Yates, Belfast

• WHAT'S IT ABOUT?

Tired of Mario always foiling his evil plans, Bowser decides to get his revenge by ruining the Mushroom Kingdom, level by level. There are also mini-games. Bowser Wars and Bowser Race are set in Bowser's Castle, Piranha Plant World and Boo's Bungalow.

• WHO'S IN IT?

Instead of Goombas, Bowser stomps on little Toads and Yoshis, and fights a pappa Toad at the end of each world in a castle. The final world will see Bowser challenge Luigi, Peach and Mario in a colossal fight you can't miss.

• OUR FAVOURITE IDEA?

Playing as Bowser in an old Mario-style 2D game is genius. Alan says that Bowser would need to collect Poison Mushrooms to grow and normal ones make him shrink. Fire Flowers make Bowser spit flames.

• NOM RECKONS

We had a taste of 2D Bowser platforming action in *Paper Mario 2*. A whole game based on Bowser would be great. Sometimes it's fun being the bad guy.

LEVEL	RANK	NAME	SCORE
-------	------	------	-------

PIKMIN, MOST GROWN, FOREST OF HOPE, CHALLENGE	1st.	Dave Every	513
	2nd.	Matthew Schofield	445
	3rd.	Stephen Dale	411

MARIO KART: DD, BEST TIME, ALL CUP	1st.	Ben La Brooy	30'41"573
	2nd.	John Zeepvat	31'15"110

MIRROR MODE SSBM, LONGEST DISTANCE, HOME RUN CHALLENGE	3rd.	Dave Every	31'54"876
	1st.	Dave Every	602.6m
	2nd.	Mark Dormer	499.0m
3rd.	Ben La Brooy	469.3m	

POKÉMON PINBALL, BEST SCORE, SAPPHIRE TABLE	1st.	David Haynes	20,488,769,884
	2nd.	Stephen Dale	10,671,151,267
	3rd.	Luke Coltman	8,695,614,071

DIDDY KONG RACING, BEST LAP, ANCIENT LAKE	1st.	Chris Halcrow	00'16"85
	2nd.	D. Harrison	00'17"20
	3rd.	Luke Hoare	00'17"56

INSERT COIN(S)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for winning a monthly competition, but your Credits will count towards your ALL TIME GREATS total. This month's scores are the first standings of the new league.

How Credits are scored...

First Place	10
Second Place	5
Third Place	2
Qualify	1

NOM UK requires proof of your exploits - a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious

entries will be fireballed by Mario. The closing date for this issue's challenges is November 23rd! Send entries to Hall of Fame, Nintendo Official Magazine UK, Emap, Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UM. Alternatively you can email them to rob.burman@emap.com, with Hall of Fame as your subject. Also, include a picture or you won't get your mug in the mag.

NO 1. SUPER MARIO SUNSHINE
Best time on Plantissimo's Surf Swim Race.
To qualify: 00'45"00

NO 2. TIMESPLITTERS 2
Best time, Bricking It, Challenge Mode
To qualify: 1'45"00

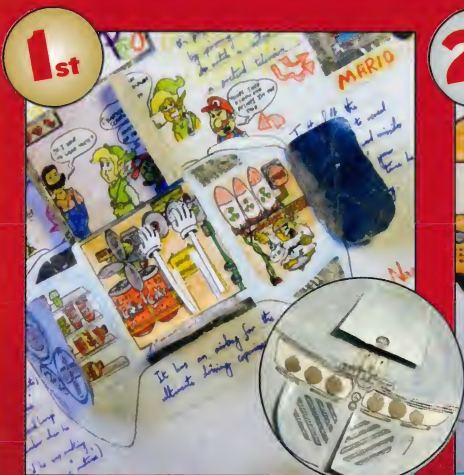
NO 3. MARIO KART: DOUBLE DASH!!
Best total time, Star Cup, 150cc
To qualify: 30'00"00

NO 4. T.H.U.G. 2
Highest score, Arcade Challenge, Barcelona.
To qualify: 20,000

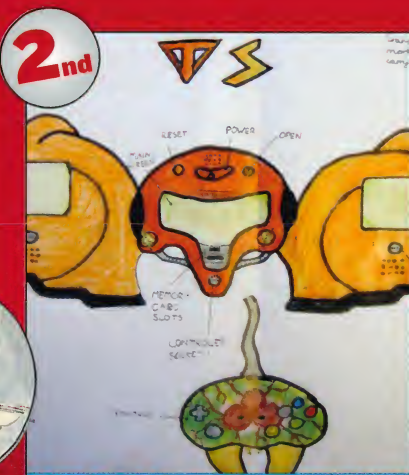
★★ RETRO CHALLENGE ★★
BANJO TOOIE (N64)
Most goals scored, Mayahem Kickball Final.
To qualify: 10 goals

My Revolution

We asked you to show us what you think the Revolution might be like. We had radical designs for the ultimate games machine and here are the best. We've even blagged three copies of *Zelda: Minish Cap* as a reward for the three most awe-inspiring designs. Look!



1st
Fold-out madness. Great pics!
by Kyle Patterson, Eglington



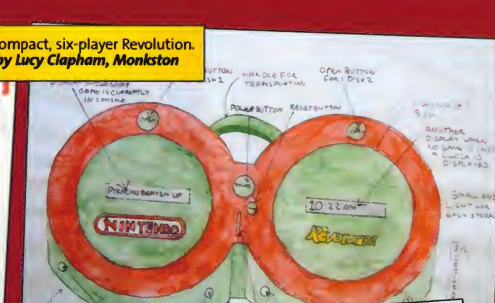
2nd
Samus-shaped tri-screen. YES!
by Ashley Grimshaw, Burnley



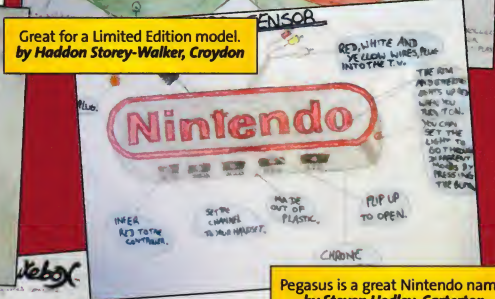
3rd
A cool, sleek and original effort.
by Sakda Janla-or, Leyton



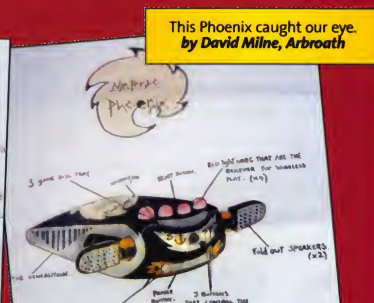
Radical control design from Toby.
by Toby Ellis.



A compact, six-player Revolution.
by Lucy Clapham, Monkton

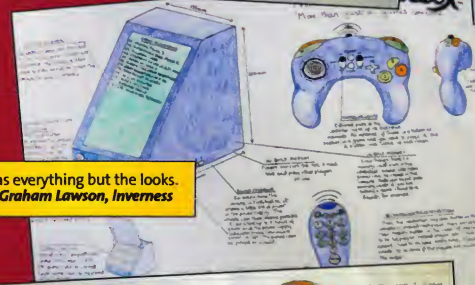


Great for a Limited Edition model.
by Haddon Storey-Walker, Croydon

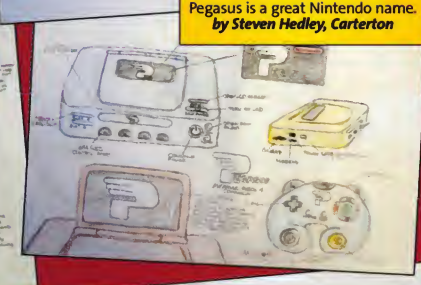


This Phoenix caught our eye.
by David Milne, Arbroath

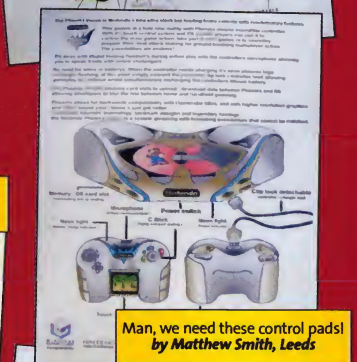
The Shockwave holds drinks!
by Mark Bashford, Aberystwyth



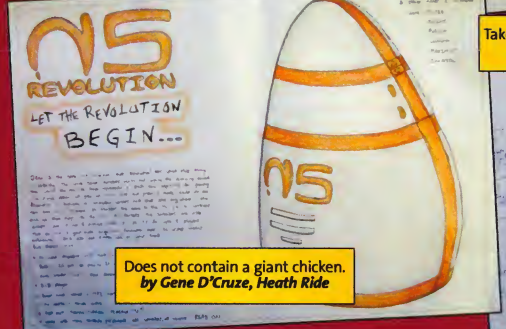
It has everything but the looks.
by Graham Lawson, Inverness



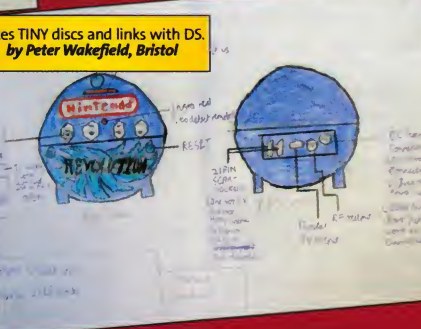
Pegasus is a great Nintendo name.
by Steven Hedley, Carterton



Man, we need these control pads!
by Matthew Smith, Leeds



Does not contain a giant chicken.
by Gene D'Cruze, Heath Ride



Takes TINY discs and links with DS.
by Peter Wakefield, Bristol



All the compatibility you need.
by Dermot O'Reilly, Glasgow



#11 Duck Hunt

When Frank Cifaldi's not too drunk to type, he indulges one of his great loves, Nintendo, in the pages of *NOM*. We pay him for this, fuelling his other great love. He works in some nut-house in Las Vegas, runs the excellent lostlevels.org website. He's also working on a NES game about a bear called *Glitchy* who is an "asshole".

"Nintendo made no apologies with *Duck Hunt*, one of its earliest and most violent games; you shoot ducks and, with absolutely no room for interpretation, they die. Your dog in the game even holds up their dangling corpses after they fall to the ground, in case you had any doubt.

"I use *Duck Hunt* as the centrepiece of a good party. Or even a bad party. I call the modified version *Stunt Duck Hunt*. The setup is simple: put a telly at the foot of the bed with *Duck Hunt* playing non-stop and grit your teeth. From there, it's all improvisation. "A typical play involves kicking over a chair (it's best played in hotel rooms), perching on top of it, diving towards the bed at just the right moment and popping off a duck mid-dive. Once in a while you might actually hit one. The rest of the time you bounce off the bed and land on your ass. There are no real rules — the game ends when someone breaks something. Games these days are too soft. Go murder some NES ducks, it's good for you."



1500



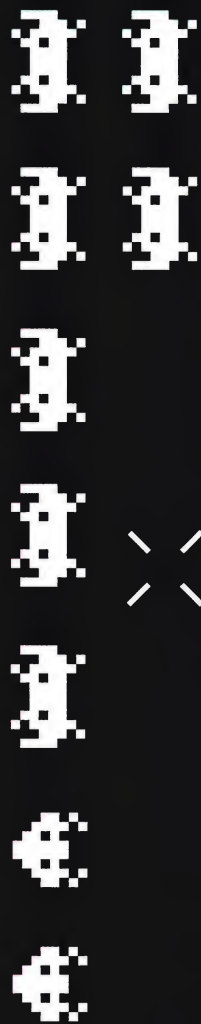
Wintereन्द्र

It's a brand
new leader
board this
month. So check
out if you've
made it!






HALL OF FAME

ALL TIME GREATS






input your initials_____



Player.....Credit(s)

	1. Dave Every.....25
	2. Ben La Brooy.....15
	3. Stephen Dale.....12
	=.Chris Halcrow.....12
	5. David Haynes.....11

Player.....Credit(s)

	6. Mark Dormer.....10
	7. D Harrison8
	8. Matthew Schofield.....6
	=. John Zeepvat.....6
	10. Luke Hoare.....5



Next Month IN THE MAG

**BUY IT
FROM
DEC 10th**

You'll see...

- **Link in action!**
- **Chicken chucking and Epona racing!**
- **Hilarious battles!**

THE ONLY OFFICIAL REVIEW OF FOUR SWORDS

PLUS!

EXCLUSIVE NINTENDO DS LAUNCH REPORT

We'll bring you...

- **Exclusive previews of all the US launch games!**
- **What they're like to play!**
- **Wireless multiplayer!**
- **PictoChat texting and tons more!**

PLUS!

OFFICIAL REVIEWS OF ALL THE LATEST GAMECUBE AND GBA GAMES!

**CALL OF DUTY:
FINEST HOUR**



ZELDA II

METROID



CASTLEVANIA



DR. MARIO

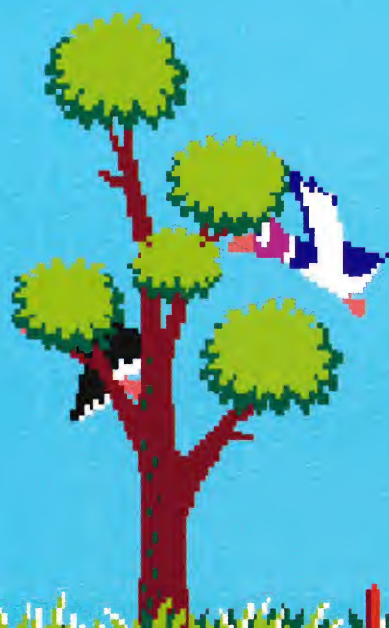


DK KING OF SWING

**LEVEL 87
SPEED
MED**

... AND LOADS MORE!







I HATE YOU ALL. It really disgusts me that I have to share a planet with you little scumbags. You'd love to take a big, spiky club to me, wouldn't you? But there's no avoiding The Truth. **READ IT AND WEEP.**

Coming to their senses

EXCLUSIVE: The second-screen prototypes Nintendo didn't think through.

THE HEARING SCREEN

Nintendo ploughed billions of Yen into the development and were all ready to unveil the prototype at E3 this year. You shouted jump and Mario jumped! The plans were abandoned when work experience boy Takeshi Fuji pointed out that sound-sensitive devices had existed for 100 years or more and were called "microphones".



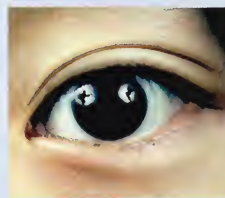
THE SMELL SCREEN

Nintendo DS games would be coded to respond to certain pungent smells. A whiff of mushroom made Mario super and the smell of BO made Princess Peach get embarrassed and run off to take a shower. *Mario 64 DS* was coded to make Mario swim when the screen smelled water, but water has no smell. Schoolboy error.



THE SEEING SCREEN

Do you really want your console watching you? That was an early idea. Problem is, the Nintendo DS went a bit HAL 9000. It refused to switch on unless you were wearing a Nintendo character costume and jealously erased your saved games if your gaze wandered from the screen to catch a glance at a passing pretty lady.



THE TASTE SCREEN

The first version of *Wario Ware DS* involved licking the bottom screen – more precisely tasting innocuous-looking squares to identify them. The cruel twist was that one of them was Yoshi's Bottom. The bigger problem was electrocution from saliva dripping inside. You don't get a quick x-ray like in games, you just die.



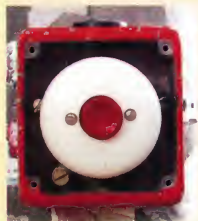
Inspiration Station!

Seal's Top-3 Nintendo DS game ideas.



TOUCHING CLOTH

On the top screen, a man's face. On the bottom, his bottom. He's clearly desperate to squeeze one out, but doesn't want to get skiddies on his lucky Calvins. As his face goes purple, touch the screen to pull his pants out slightly to avoid them getting touched by the onrushing turtle's head. Then tap **A** to retract the brown beast.



FACTORY JOB DS

You think you're clever dosing about in school now, but you'll regret it at age 16 when you have to go and work in a factory because everyone thinks you're a dumb ass. On the top screen, some machinery that makes a noise. On the bottom, a single red button which you press repeatedly for eight hours until your soul vacates your body.



BENT COPPERS DS

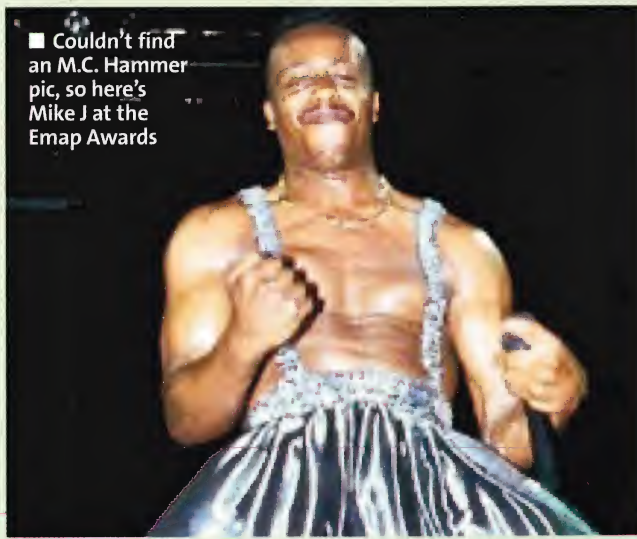
You're a lying old lady who hates young people. You pop yourself in the face with a stale Battenburg cake and go to the police alleging an assault. They hastily assemble an identity parade and you point to one of the innocent youths with your bony, hateful finger. He is then beaten half to death in the cells. Music by S Club 8.

Bum notes

Tracks you won't hear on DS ads.

1. **U CAN'T TOUCH THIS** - M.C. Hammer
2. **TOUCH OF EVIL** - Judas Priest
3. **DON'T TOUCH ME** - Etta James
4. **TOUCH AND DIE** - Romantic Gorilla
5. **DIFFICULT TO TOUCH** - Peter Dinklage
6. **BAD TOUCH** - The Bloodhound Gang

■ Couldn't find an M.C. Hammer pic, so here's Mike J at the Emap Awards



Next Month ON THE DVD

**ONLY IN
NOM
UK!**

**SEE
THE DS
IN ACTION
BEFORE
ANYONE
ELSE!**

THE ONLY OFFICIAL NINTENDO DVD!

NINTENDO DS: SPECIAL FEATURE

- Never-before-seen footage from Nintendo's astonishing new handheld!
- All the US launch games – *Mario 64*, *Metroid Prime*, *Hunters*, *PictoChat* and more!



PLUS!

**WATCH THE BIGGEST GAMES
COMING YOUR WAY IN 2005!**

**OVER
ONE
HOUR OF
AWESOME
MOVIES!**



PLUS!

THE BEST OF GAMECUBE AND GBA! Bonus features, too!

**AND
LOADS
MORE!**

Fanz

Games

Nokia - Motorola - Sony
Ericsson - Siemens - Sharp
- Samsung - Sagem - LG



210138



210243



210145



210136



210111



210199



210112



210195



210123



210199



210123

After testing your abilities as a player it's your turn to see how good a goalkeeper you are.

You must have a wap enabled mobile! Does this game work on your handset? Call 0871 225 326 [UK Nat Rate] for compatibility.

YOUR NAME ON YOUR SHIRT


	RED	WHITE	BLUE
1	341502	341402	341602
2	341503	341403	341603
3	341504	341404	341604
4	341505	341405	341605
5	341506	341406	341606
6	341507	341407	341607
7	341508	341408	341608
8	341509	341409	341609
9	341510	341410	341610
10	341511	341411	341611
GOALIE N°1 IN GREEN	341501		

to order your footie shirt showing your name (up to 16 characters)
SEND SMS
NINT + NUMBER + NAME to 86010
eg: for Frank n°8 on a blue shirt
Send: NINT 341608 Frank to 86010


Logos

England	Wales	Scotland	Ireland
131810	131244	131576	131596
131588	131758	131182	131692
131784	131693	131791	131723
131615	131726	131858	131141
131614	131676	131127	131665
131797	131688	131200	131666


Colour Pictures




250377



250383



250613




250413



250370



250372



250374




250613




250413



250370



250372



250374

£1.50
Is ALL
You Pay!
No Subscriptions

TO ORDER A PRODUCT
CALL
09077 078513
(UK Only)

SEND SMS
NINT + NUMBER + MAKE
EXAMPLE
NINT 111123 NOKIA
(UK) TO (IR)
86010 **57857**
euro 2 per order



Polyphonics & Monophonics

Get the Latest Tones Before Anyone Else!

Nokia - Sony Ericsson - Siemens - Samsung - Sagem - Sharp - Motorola - LG - Sendo - Q2 Active - Panasonic

HOT TONES

HOT TONES	MONO	POLY	HOT TONES	MONO	POLY
JUST LOSE IT - eminem	114789	124789	IRISH SON - brian mcfadden	114820	124820
COMMON PEOPLE - w shatner vs	114720	124720	I LOVE THEM HOES - eamon	114088	124088
BABY CAKES - 3 of a kind	114427	124427	HOW YOU DO - frankie	114398	124398
CALL ON ME - eric prydz	114436	124436	MY PREROGATIVE - britney spears	114715	124715
BETTER THAN LIFE - ultrabeat	114377	124377	SAND IN MY SHOES - dido	114504	124504
NOTHING I WON'T DO - special d	114411	124411	MILLIONAIRE - kelis	114458	124458
MORE MORE MORE - rachel stevens	114661	124661	RADIO - robbie williams	114717	124717
CONFESSIONS PART 2 - usher	114219	124219	BLINDED BY THE LIGHTS - the streets	114718	124718
YOU GOT WHAT I WANT - snoop dogg	114809	124809	LOSE MY BREATH - destiny's child	114703	124703
BOWTIE - outkast	114803	124803	NEVER REALLY WAS - mario winans	114405	124405

YES!!! All RINGTONES LISTED are available as POLYPHONIC and MONOPHONIC!

CHART	MONO	POLY	HIP HOP	MONO	POLY	FOOTBALL	MONO	POLY
LOVE IS A MATTER OF DISTANCE - w young	114617	124617	YOU CAN DO IT - ice cube	114816	124816	YOU'LL NEVER WALK ALONE	111351	121351
LOVE MACHINE - girls aloud	114506	124506	MY PLACE - nelly	114500	124500	SOCCER AM CATWALK - jean knight	112659	122659
THESE WORDS ARE MY OWN - n bedingfield	114346	124346	JESUS WALKS - kanye west	114266	124266	MATCH OF THE DAY	111126	121126
LEAVE (GET OUT) - jojo	114198	124198	HOW COME - d12	114169	124169	THE GREAT ESCAPE - s wednesday	111354	121354
LEFT OUTSIDE ALONE - anastacia	113616	123616	GANGSTERS PARADISE - coolio	111128	121128	WOO HOO - the 5 6 7 8's	114166	124166
SICK AND TIRED - anastacia	114205	124205	TIPSY - j-kwon	113648	123648	3 LIONS - baddiel & skinner	111494	121494
SOME GIRLS - rachel stevens	114213	124213	SHE WANTS TO MOVE - n.e.r.d	113539	123539	VINDALOO - fat les	111349	121349
REAL TO ME - brian mcfadden	114495	124495	SUNSHINE - twista	114310	124310	MARCHING ON TOGETHER - leeds	111350	121350
EVERYTHING THING I'VE GOT - m driver	114801	124801	P.I.M.P. - 50 cent	112599	122599	ESSENTIAL		
EVERYTIME - britney spears	114022	124022	HEY YA - outkast	113176	123176	SATISFACTION - benny benassi	112751	122751
DRAGOSTEA DIN TEL - o-zone	114098	124098	INTO YOU - fabolous	112916	122916	IN DA CLUB - 50 cent	112440	122440
OUTRAGEOUS - britney spears	114430	124430	DANCE			HEAVEN - dj sammy	112229	122229
THAT GIRL - mcfly	114462	124462	DO YOU KNOW (I GO CRAZY) - angel city	114819	124819	DILEMMA - nelly feat. kelly rowland	112221	122221
SUMMER RAIN - slinklee minx	114487	124487	FLASHDANCE - deep dish	114673	124673	LOSE YOURSELF - eminem	112289	122289
YOU HAD ME - joss stone	114521	124521	COME WITH ME - special d	113678	123678	THE LOGICAL SON - scooter	111965	121965
DUMB - the 411	114577	124577	LOLA'S THEME - shapeshifters	114192	124192	BECAUSE I GOT HIGH - afroman	111454	121454
LADY BUMP - kath & kim	114138	124138	HOW WOULD YOU FEEL - david morales	114842	124842	THEMES		
MY HAPPY ENDING - avril lavigne	114136	124136	PUMP IT UP - danzel	114845	124845	ROCKY	112481	122481
BUCK			TAKE ME TO THE CLOUDS ABOVE - lmc	113456	123456	X FACTOR	114836	124836
SWEET CHILD O MINE - guns n roses	111258	121258	PUT EM HIGH - stonebridge	113747	123747	ONLY FOOLS AND HORSES	111369	121369
SHE WILL BE LOVED - maroon 5	114236	124236	TV			GOOD BAD AND THE UGLY	111811	121811
NOVEMBER RAIN - guns n roses	112596	122596	SCOOBY DOO	111142	121142	GREASE - frankie valli	114757	124757
BAT OUT OF HELL - meat loaf	111286	121286	BANANA SPLITS	112578	122578	MISSION IMPOSSIBLE	111121	121121
BLACK BETTY - spiderbait	113761	123761	HONG KONG PHOOEY	113642	123642	THE SIMPSONS	111132	121132
WORD UP - korn	114797	124797	WINNIE THE POOH	111613	121613	DIRTY DANCING	111249	121249
NO METAL			RHUBARB AND CUSTARD	111623	121623	MUPPETS	111134	121134
PREDICTABLE - good charlotte	114794	124794	THE LITTLEST HOBO	113601	123601	TOP GUN	111860	121860
GUILTY - the rasmus	114347	124347	TRANSFORMERS	111253	121253	THE A TEAM	111115	121115
I MISS YOU - blink 182	113552	123552	ITCHY AND SCRATCHY SHOW	111301	121301	PINK PANTHER	111133	121133
MY IMMORTAL - evanescence	113277	123277	H.R.B			AXEL F - beverley hills cop	111601	121601
1985 - bowling for soup	114750	124750	MY NECK MY BACK - khia	112416	122416	BENNY HILL	111139	121139
SPARE ME THE DETAILS - the offspring	114247	124247	SHE'S GOT ME - daniel merriweather	114800	124800	ALWAYS LOOK ON THE BRIGHT SIDE	113865	123865
BEHIND BLUE EYES - limp bizkit	113309	123309	HAPPY PEOPLE - r kelly	114184	124184	PHOENIX NIGHTS	112364	122364
INDIE			BURN - usher	113800	123800	DIFFERENT STROKES	114786	124786
MARY - scissor sisters	114541	124541	YEAH - usher feat ludacris & lil jon	113546	123546	CSI	114821	124821
FOUR TO THE FLOOR - starsailor	113588	123588	I DON'T WANT YOU BACK - eamon	113519	123519	FRASIER	114823	124823
LAURA - scissor sisters	114017	124017	I DON'T WANT TO KNOW - m winans	113805	123805	JAG	114824	124824
THIS FIRE - franz ferdinand	114792	124792	MOVE YA BODY - nina sky feat jabba	114218	124218	JAMES BOND	111119	121119
RIOT RADIO - dead 60's	114815	124815	HOTEL - cassidy feat r kelly	113514	123514	THUNDERBIRDS ARE GO - busted	114239	124239
						SEX AND THE CITY	111673	121673

Before you order check which products your phone can handle and how to save them...
Call: 0871 222 5321 (UK nat. rate) or 1850 927274 (IRE call save) or visit www.fanz.co.uk

HEAR THE LATEST RINGTONES LISTINGS
0871 222 5323 UK NAT. RATE

YOUR PASSION ON YOUR MOBILE! Nokia - Samsung - Sharp - Siemens - Motorola - Sagem - Panasonic - Sony Ericsson - LG

OFFICIAL FOOTBALL CRESTS



250377



250383



250613



250413



250370



250372



250374



250613



250413



250370



250372



250374

all products
£1.50 each
text or call

Calls Cost £1.50 (when you call from a landline). Mobile charges vary. We recommend you call from a landline. Ask permission of the billpayer before calling. SMS charges(UK): Vodafone, O2, Orange, T-Mobile £1.50. SMS charges(IRE): Vodafone, O2, Meteor Euro 2. You must have sufficient credit to receive your order. You will also incur your normal SMS & WAP charges. Ask permission of the billpayer before ordering. Colour Wallpaper, Java Games and Polyphonics require a WAP enabled handset to download. Royalties paid to MCPS & PRS. If you do not wish us to use data to make further offers see website. Fanz, PO Box 28, Northampton NN1 5DS After Sales: 0871 983 8093. 1850 719310 (IR - CallSave).

THE WORLD'S **DARKEST HOUR**
SHALL BE **YOUR FINEST.**

"ONE OF THE MOST EXCITING
CONSOLE SHOOTERS IN YEARS."

-GameSpy

CALL OF DUTY™

FINEST HOUR™

AVAILABLE AUTUMN 2004

WWW.CALLOFDUTY.COM

Intense battlefield
moments put you in
the heat of the action.

Together with
your squad, take
on a variety of
combat missions.

Epic single-player
missions or go online for
Axis vs Allies team-based
multiplayer action.



PlayStation 2

ACTIVISION

activision.com

© 2004 Activision, Inc. Activision is a registered trademark and Call of Duty and Call of Duty: Finest Hour are trademarks of Activision, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks and DNAS is a trademark of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation®2) and Memory Card (8MB) (for PlayStation®2) (each sold separately). Microsoft, Xbox, Xbox Live and the Xbox and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

POWERED BY
gameSpy

